

# ACE

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GPC ■ SPECTRUM ■ PC  
■ NINTENDO ■ SEGA

## HYPER ISSUE!

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100% Hypergames

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Screenshots from Strider Amiga Version.



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# APOCALYPSE NOW...

It's started. Games-programming technology is reaching critical mass. The Big Software Meltdown is about to begin...It's all to do with the development of hypermedia and its games derivative: the hypergame.

You've already read about Cosmic Demo in ACE. Now you can check out:

- Pepe Moreno, the New Yorker whose interactive comic is living proof of his claim that digital data is the entertainment medium of the future.
- The theories and facts behind hypermedia, CD-I, DVI, buttons, and much more in the ACE Hyperguide
- The beginnings of the UK software revolution: which companies are leading the race to develop new games technologies? And if that's not enough, just wait till next month, when we bring you exclusive location reports direct from the USA in a bumper American issue.

## HYPER ISSUE!

### HYPERCONFUSED? 57

Unravel the tangled web of growing millions of dollars into the development of a game that will soon take over the world. First history... then science... and when



Andrew Ross featured, pioneering the development of CD-I programming in *Computer Delusions*. The machine in the picture CD-I with an prototype in ACE Issue 54.

### HYPER-DEVELOPED 10

A CD-I peek at network multimedia entertainment. From Michael's Psychological and Concept Database to *Gamma Book of Records*, the network-based products are the spearhead of a revolution in entertainment software technology.

### GIVE US A CLUE 61

The 4th step to becoming key to hyper: a CD-I, 3D-downloading CD-ROM that ever hypergame generator.



## BAT-FANTASY!

Many thanks to DC Comics for helping us arrange our interview with Pepe Moreno in the UK. Release *Digital Justice* the comic will be available in the UK in February. The *Blackwatch CD-ROM* version should be out later this year. The CD-I version needs a suitable hardware platform to perform: watch this space!

All Rights Reserved © DC Comics 1991

## GAMEPLAY

### SCREENTEST 32

Is *Dragon* or *Jackie* superior to *Earth and Wind*? *Samurai* *Champion* *and* *and* *and*? Get the lowdown on all the latest games: rate the new PC Game design and find out why we still aren't reviewing *Blade*.

### TRADE SECRETS 54

If you've got *Dial 40* put your feet down and look for the fun of ACE's in-depth playables.

### BLOOD TRANSFUSION 77

More... too much to show to come next... awaiting the recently awarded eye-level to make good and top-down, a today's toughest game.

### ACE NEW WORLDS 83

Floating *Ray*! The first entry from the RPG release of *Dragon* of *Flare*.

### TAKE COVER! 9

Software houses open fire with news of new releases.

## REGULARS

### NEWS 5

Last but not least Study Guides: the appropriate *Master* *and* *and*. *Hard* *and* *and* get into banks, plus all the latest on what from the world of advanced computer entertainment.

### LETTERS 17

ACE readers expose files on a variety of topics.

### THE SUB CLUB 32

Subscribe and you get 1 free issue. They include a whole new range of benefits, including *InterACE* - an exclusive subscribers newsletter.

### IN THE PINK 91

The ACE Stock market: Britain's only games chart that goes by authoritative opinion, and not typed notes. The ACE *Downfall* for ACE Diary: what a plethora of pleasure in your pocket.

# R OCEAN GET IT TAPED - P31

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# G R A V I T Y

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## BATMAN ON CDI

An ACE2 exclusive by Rick Hughes in New York



Batman Digital Justice II (ACE2) Center for All Rights Reserved

Warner Bros and Atari are currently negotiating a deal to produce DC Comics — a subsidiary of Warner Bros — new computer Batman Digital Justice runs on CD2. The agreement may also include other Warner Bros CD2 projects in the future, which could be done with Prince music, Clint Eastwood Dirty Harry movies or Tom magazines — all of which are a part of the parent Warner Bros corporation.

The completely computer-generated Batman Digital Justice comic book is set aside in the store later this month and to enter Pope Marino is currently working on an interactive CD-ROM version for the Macintosh and PC. Although these specialized versions will use the same data as the base game, Marino explained to ACE "It's all digital data and digital data is very easy to manipulate. Digital is the art medium of the future."

ACE visited Pope Marino at his Manhattan studio in New York for an hour as a designer with the sense who "tells the future to computers." He created the exciting first hypertexture: the article links on page 23. For a full explanation of CD2 and hypertexture turn to page 20.

## AT THE END OF THE RAINBOW...

Down is releasing the home color version of the Nintendo Rainbow Islands Turbo console title this month on all major micro formats.

The 32Mbit sequel to Super Bubble was written by Graefzell for Microgame last year — the 3D version was released last in ACE 24. Unfortunately for Microgame the original deal with Sega fell through and it was unable to release its certified micro conversion.

Now Graefzell has signed an agreement with Sega allowing the home adaptation rights to the game and has bought Graefzell's Rainbow Islands computer code from Microgame for an undisclosed sum rumored to be in the region of \$250,000.



Rainbow Islands Turbo (Nintendo) not at press

## ACE NEEDS YOU!

How would you like to experience the thrills and spills of working on ACE under the Project Trident job placement scheme? We're looking for a talented, enthusiastic and friendly young person to help us in all areas of magazine production from administration to journalism. The ideal candidate will be able to learn quickly, work under their own initiative and under pressure and possess an in-depth knowledge of Advanced Computer International. Get writing to ACE PROJECT TRIDENT, Policy Court, 20-32 Ferrington Lane, Leaside BC3B 3M3.

## SEGA SURPRISES

Sega has unveiled the new controller for its Master System console. The Handle Controller is a controller that resembles more with



Now a handle on Sega's new controller



Batman Digital Justice II (ACE2)



Super Bubble (Sega) Sega is a registered trademark of Sega



Now Master (Sega) Sega is a registered trademark of Sega

used the switches for \$29.95. The SP 85-30 Controller is an upgrade for the normal control pad with an added mouse click. Sega Master systems can also now control the new game, Assault Gun. Sega's ACE2 Grand Prix also has a handle.

## SYMBOLICS SIZZLERS

The ACE newsstand which doubles up as a store for all but the day we go to press — recently had the pleasure of receiving a glowing brochure from Symbolics. This company, provides professional 30+30 graphics, animation systems to the IBM PC TX and other working computers. Its products range from, on what its systems can produce.











# SPACE HARRIER™



ACT 1



ACT 2



SPECTRA



ACT 3

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### ACE CONFERENCES

ACE will also be acting as a common contact link between you, the readers, and software houses during 1990. We're setting up a series of ACE reader areas in which readers will be given the opportunity to meet software houses and talk to them about their games (and you don't have to be polite either), an informal local 'buzz' will be supplied and admission will be free to subscribers who will also receive priority attendance – a valuable bonus since space at conferences will be strictly limited. Each event will be fully covered in the magazine, so you should get your 'buzz' on the magazine at home.

### InterACE

Subscribers will receive completely free of charge a special quarterly newsletter put together exclusively for them by the ACE Team. This will bring you details of some of the topics that we use 1/3 for reasons of space or security 2/3 mention in the magazine itself. Subscribers will have the chance to contribute to it if they wish. With ACE every month, and InterACE every three months, you'll really be at the cutting edge of the computer entertainment revolution.

# THE ACE

Subscribe – and the ACE Team will plunge you into a maelstrom of discovery and excitement. Reporting direct from the heart of the entertainment industry, the ACE Team have ensured that their readers have been the FIRST to find out about many startling new developments in the games-playing world. Here's what you've been missing...

## THE TRAIL-BLAZING PAST

ACE was launched in 1989 by a small team of dedicated computer entertainment journalists. They wanted to produce a games magazine that would be the first one aimed at people who really love their games, not only and who (like the ACE Team) wanted to go beyond game systems into the world of advanced entertainment technology.

One year later and the magazine was selling its first issue and being voted Magazine of the Year. In recent months, ACE has brought you exclusive coverage of



Hypergames, the game type that began with *Master of Magic* and *Castle Drift* and is paving the way for CD-ROM enterprisers – set text and described for the first time in ACE.

The *Flow-Ming*, the state of the art games hardware that has become the heart of the Atari console revealed for the first time exclusively in ACE.

Interactive Compact Disk Entertainment: the Philips CD-I and game panel exclusively in ACE, and due for release in the next few months at under £1000.

FM Towns: a 32 bit Japanese games machine with a built in CD-ROM that carries a mean AfterBurner conversion and a staggering technical specification.



# E STORY

## pACE setting

One of ACE's prime aims over the next few years is to campaign for wider acceptance and coverage of computer entertainment. We've set up a broadcasting working party to focus with TV and Radio on behalf of our readers and we'll be keeping you updated on our progress throughout the year.

ACE will also be featuring a special reader campaign in early 1985. If you've got a ring of the obvious kind, you'll be able to take part in the biggest computer game publicly devised ever - our Grand Piffball game. If you prefer, we give you the right to present at one of the ACE conferences via the Videotext Videotext box for more details.

**The ACE Challenge** - a £70,000 challenge to the hardware industry to give us a real time game that's as fun as our beloved long advanced computer entertainment. The list of the ACE Challenge's will be going on the full pages of their second leading issue in the next issue of ACE.

**Interactive Video Tapes** - a new game system in the USA that is turning video tape recordings into powerful interactive games systems.

and much much more...

## THE GLORIOUS FUTURE

**By subscribing to ACE** you obtain a great collection of in-depth coverage of computer and interactive entertainment, from the latest computer developments to hypertext and 3D0 media. How are you going to be able to be able to catch up on tomorrow's progress?

**Even in the USA** an exclusive look at the latest state-of-the-art games software currently under development in the States for the new CD-I and DVI game systems.

**Beyond Teletext** an ACE exclusive report from the heart of Russia on Soviet computer entertainment.

**Inside the Machine** full technical details on the latest generation of intelligent software systems.

**Total War** - an in-depth examination of our game psychology and the software both established and under development, that could make this the fastest growing games area of 1985.

Plus a host of other exclusive in-depth articles on the cutting edge of computer entertainment.

# New fACEs

Ever since ENAP bought ACE, we've been preparing for ACE's best ever year...



You've now got **Steve Cooke**, the original editor of ACE, in conjunction with Peter Gannon, our regular editor for the early success of the magazine. Peter will be supporting the magazine on a regular basis in a virtual editorial consultant.

Steve knows the entertainment industry back to back. Not only was he one of the original Personal Computer Games team back in the early 80's, but he was involved in script production for stage and film. His knowledge of these other industries will bring ACE readers updates and insights on the rapidly changing world of CD-I and multi-media entertainment.

### Rik Higgins

Rik is ACE's deputy editor, and the man who really keeps his finger on the pulse of the computer games scene. He was previously the Reviews Editor for the weekly magazine *New Computer Express* and his background of investigative journalism will be bringing ACE readers the latest developments in entertainment technology every week. Considering the magazine is a leading reputation for breaking the biggest stories first.



### Laurence Southern

Laurence was chosen both over 100 highly qualified applicants (including many from our staff) in the games business because, as the new Reviews Editor, he is guaranteed to us all that he will identify a highly experienced games player, but also a superb reporter. Each month he'll be award making decisions from around the country (and even from abroad) bringing you the ultimate in reviews: you a report from Britain's leading games magazine.



### Jim White

Now that we've got Jim as our Design Editor, we'll be ensuring each month that you not only get the best coverage, but that the design of the magazine also meets your demanding expectations. Jim's an expert in desktop publishing systems and is rapidly developing an in-house style for the magazine using the latest state-of-the-art DTP technology. The way ACE is actually produced makes an intense rigour in itself, you'll be finding out more than Jim over the next few months as he lets you into some of his graphic secrets.







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# Red-hot Hell

- NBC SECRETLY UNVEIL NEW HAND-HELD PC ENGINE
- OPTICAL TECHNOLOGY POISED TO ARRIVE ON CONSUMER SCENE
- CONSOLES DOMINATE SHOW FLOOR
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Imagine wandering around 38,000 small corners that's a mini-mall, 800-00 square feet surrounded by the world and wonder'd after you get so used to 1,600 major exhibitors. It's not bad. If you like it hot, hell is where you have to go.

What's Consumer Electronics? Pretty simply it deals with it, it probably qualifies. Toys, Video, Audio, Camera, Office Equipment, Keyboards... and Computer Software and Hardware. And by the way, 800 numbers will total over the counter sales of about \$4.8 Billion in 1989. That's a lot.

Of that amount \$2.4 Billion was accounted for by the home video game industry. That sounds more too bad until you realize that \$2.7 Billion of that was generated by the Nintendo system alone. The balance of the figure is made up of Sega and Atari 8000 based sales with entertainment software on floppy for other systems coming in at around the \$300 million mark.

On the floor at it, hell's enough to send the average Advanced Computer Entertainment consumer reeling straight for the sick bay. I mean who the hell takes the long shrouded Nintendo seriously as a state-of-the-art entertainment machine?

Judging by C.E.S. everybody does. Nintendo craves fame & dominance in the market by occupying almost half of the available space in the West Hall of the convention center where all the entertainment software exhibits were housed. The real legend stand being that from Sega followed up by that soon N64 Nintendo, Sega, PC Engine/ TurboGrafx. The message? IBM was in at least that's what it looks like for the immediate future. In the words of one IBM software company "looking around here we wouldn't think home computers existed".

Does this mean we are all doomed to be playing Super Mario Bros. III in years to come? Whatever happens

At the dawn of the new decade, manufacturers from around the world gathered in Las Vegas to announce

the latest, greatest, smallest, fastest, largest, mostest goods for the technofreaks of the '90s. John Cook wanted to bring you this report.

opened to showcase technical excellence and hoopy graphics and sound, you might not feel the underlying message for those with their eyes on the ground at C.E.S. was not as pessimistic as it might first appear.

The consensus is that optical disc technology, CD Rom, etc., are going to revolutionize the home entertainment sector, but not just yet. The only home machine putting a CD right now is the TurboGrafx, but there are many others in the wings of interest. The Philips CD-i system for starters, several MS-Dos systems aimed at the home market, plus the original 4-Discs with a built-in CD Drive, unveiled by Commodore to selected developers & a machine who dared to turn all behind Frank's head in this.



Richard Jackson took the stage.









# Digital Bat Fantasy



A PC version is whether you'd like to have more fun or more digital fun. Page 57, 58, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.

Illustration: Robert Pennington  
 Photos: Robert Pennington  
 Illustration: Robert Pennington

Welcome to the  
 entertainment  
 medium of the 21st  
 Century.  
 Ark Haven lives on  
 New York for an  
 exclusive ACE inter-  
 view with the creator  
 of the world's first  
 interactive comic.

**P**hil Morris, a 39-year-old Spanish-born artist working and living in a crackling neighborhood in Manhattan, has combined with cutting-edge PC and computer-generated graphics to create a comic book for a new age: the digital comic book. He is now using the book's digital data to produce the first interactive hypertext.

#### HYPERTEXTIVE

More is being absorbed in the production of high-tech work and its application in the medium of art and entertainment. "I'm more a futurist than an artist. I call the future by computers," explains Morris. "I've done other hypertexts for years, but the idea is to finance the Batman Digital Justice Hypertext as a concept project."

"We're trying to blend the comic book stories and the computer game medium," we hope to make this as valuable of to one I have no problems with computers and science also is doing this. Everybody knows it's going to happen - but the market isn't here yet."

The Batman Digital Justice computer-generated comic book and hypertext project was started about 18 months ago when Morris had informal negotiations with the publisher

of Batman rights, DC Comics, part of the giant Warner Bros. corporation. But why Batman? "Batman is a very strong cultural icon with international appeal. I chose him because I wanted to reach the mass market. Batman's huge sell enables the technology a lot easier."

"My plan is an overall tactical strategy. The use of a computer was a conscious decision because it's all digital data and digital data is very easy to manipulate. In an integrator - combining separate elements into one workable system."

#### COMING ON SCREEN

The traditional comic book takes about six months to develop. Batman Digital Justice took 18. "The way I started the story is in a genre-style which has more atmosphere than a normal comic book. More the mood of paper."

The Batman Digital Justice hypertext is prefaced between passive and active information. "The early computer games rely solely on computing. Later stage characters and messages, characters are used as important factors in playability with the hypertext. You'll have a more dimensional experience than you would with either a comic book or movie. There is too limited a space in a comic or movie to build or develop a character. Our development of interactivity and the user's access to all manner of information through a Hypertext environment will create a far more complex and entertaining medium."

"Batman Comics Online hypertext on the Macintosh was fully interactive but didn't have much interactivity to it," states Morris.

The first version of the Batman Digital Justice hypertext is being developed for the Macintosh and PC version on CD-ROM. "The final version is the total package for my work because it already has the









# NEW! FROM ENCORE...

## BEYOND THE ICE PALACE

Spec. Cass 2 99

C64 Cass 2 99

Amx Cass 2 99

Release Date 7 3 90

© 1988 Elite Systems Ltd

## IKARI WARRIORS

Spec. Cass 2 99

C64 Cass 2 99

Amx Cass 2 99

C16 Cass 2 99

Release Date 21 2 90

© 1988 Elite Systems Ltd

SNK Corporation 1988

## WONDERBOT

Spec. Cass 2 99

Amx Cass 2 99

C64 Cass 2 99

Release Date 26 3 90

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# ENCORE

# LOST PATROL

As *OCEAN* goes on a 'search and destroy' mission in Vietnam, Rick Hornes volunteers for a special recon mission.

**J**une 1965: a US helicopter crashes in the remote Central Highlands of Vietnam, leaving only seven survivors. They have little food or ammunition, no radio, and need to find a way to cross 50 miles of a wilderness that is alive with enemy soldiers and booby traps. That won't be the problem: the bad news starts here.



**▶** Vietnam '65 is a genre-bender, mixing first- and third-person play for an intense perspective across two mission phases from both sides.

**▶** Ocean goes into stealth to strike the Red without giving the enemy a chance to respond. A limited number of weapons makes the timing of his attacks crucial.



**▶** Ocean earned a reputation as a hardcore title, but as leader of the patrol, players need to be ready when things get tough. Deployment decisions.

**▶** back to back, but a third and the 400 g. Below: a view of the mission's final moments. © Valve and Epic in collaboration with Ubisoft.







# COMPETITION

## GOOD MORNING VIETNAM!

Here's a once in a lifetime chance to snatch up some recent 'Nam videos, together with your very own Video Cassette Recorder

If we have too been something of a mixed bag in Vietnam. The United States seems to be finally coming to terms with the full horror of the war it couldn't win. A whole spate of movies from Coppola's *Apocalypse Now* to Kubrick's *Fat Man and Charlie* and Stone's *Platoon* have attempted to recreate the ghosts of Vietnam that still plague the conscience of the American People.

There have also been a number of computer games based around the events in Vietnam. Games were responsible for bringing us the superb *Platoon* based on the film of the same name and have also returned to the Vietnam

theme with the impressive *Last Patrol*. See our detailed preview of the game on page 28 to 30!

Ever since the company's inception, Games has gone from strength to strength. As a leader in the first market Games were quick to take up the challenge of producing equally impressive 3D/4D software although they have never forgotten their commitment to older mechanical boardwalk releases like *Warner* and *The Unabomber*. As well as re-releases titles like *Last Patrol* are an extension of the continuing growth of one of Canada's most respected software houses.

## ALL YOU HAVE TO DO IS...

answer the simple questions below. They are all intended to test your knowledge of Nam movies. But to give you a fair chance we've given you a choice of three answers to each one.

Mark your answers at the back of a post card together with your name, address and telephone number. Send your completed post card to:

**ACE VIETNAM CONTEST,  
PRIZES COURT,  
30 52 BARRINGHAM LANE,  
LONDON SE18 3AN**

1. Who was the star of the film *Apocalypse Now*?

- a) Charlie Sheen
- b) Martin Sheen
- c) Emilio Estevez

2. Who starred in *The Thin Redline*?

- a) Charlie Sheen
- b) Martin Sheen
- c) Martin Sheen

3. Who won 'Good Morning Vietnam'?

- a) Chevy Chase
- b) Steve Martin
- c) Robin Williams

### THE PRIZES

The first name to be drawn out of the hat will win the following goodies:

•A high quality VHS Video Cassette Recorder

•And three great films on VHS format video

- Furber*
- Fat Man and Charlie*
- Apocalypse Now*
- Amateur Hour*
- Great Hunter*
- Good Morning Vietnam*
- Green Berets*
- Greenpeace Kaber*

### Rules

1. The closing date for entries is 31st March 1986
2. Employees of GMP or Games are not eligible to entry
3. No cash alternative can be offered for the prizes
4. The editors decision is final and no correspondence will be entered into



# LOCK & LOAD

# AGONY

AGONY  
It's the greatest the  
game in which - you  
control the the action.  
Agony is the most  
exciting and  
challenging

AGONY  
It's the greatest the  
game in which - you  
control the the action.  
Agony is the most  
exciting and  
challenging

AGONY  
It's the greatest the  
game in which - you  
control the the action.  
Agony is the most  
exciting and  
challenging



**JOHN TURNER**

**HIGH CALIBRE GAMES IN ONE PACK FOR YOUR ATARI ST/AMIGA**

**DOUBLE DRAGON**

**KONAMI BATMAN**  
IN DVD ROM

**THE WOLF**

THE WOLF  
It's the greatest the  
game in which - you  
control the the action.  
The Wolf is the most  
exciting and  
challenging





# SCREEN TEST

## ALL NEW PIC CURVE POWER

The **PIC - Predicted Interest Curve** - is the most sophisticated forecasting tool around. And now it's entered the 64-bit

With 100 lines of self-writing code - guaranteed! The only upgrade or purchase it will cost you is the time you spend using this all-embracing tool to compare.

The **PIC** does far more than just forecast interest rates for you. You need about a year's worth of historical interest rates to establish a graph which will show the rate for the next 20 years. It also can forecast interest rates for individual years, and you can choose to forecast for any number of years. You can also set up an automatic update of the PIC to keep you up-to-date through your favourite magazine.

It's the only program doing these kind of jobs that can be written, reprogrammed, updated, modified, and then recompiled to give you new data all the time. You can also set up an automatic update of the PIC to keep you up-to-date through your favourite magazine.

So you can see, the **PIC** is a powerful tool for anyone who is interested in the future of interest rates. It's the only program that can do this kind of forecasting for you. And now it's entered the 64-bit world. So you can see, the **PIC** is a powerful tool for anyone who is interested in the future of interest rates. It's the only program that can do this kind of forecasting for you.

So you can see, the **PIC** is a powerful tool for anyone who is interested in the future of interest rates. It's the only program that can do this kind of forecasting for you. And now it's entered the 64-bit world. So you can see, the **PIC** is a powerful tool for anyone who is interested in the future of interest rates. It's the only program that can do this kind of forecasting for you.



You can play Infogrames' new latest release on computer or boardgame. We chose to review the Amiga version of Full Metal Planet on page 56

## UPDATES, UPDATES, READ ALL ABOUT 'EM!

Check out our **Borderline** book, **Little Lord Fauntleroy** from **Disney** and **Autos** on our **Game's Top 100**. **Thunderbolt** plans on **Spectrum** - all on page 57

## THE ACE REVIEWING SYSTEM

### PC GAMES

The **PC** is the most popular platform for the home computer. It's also the most powerful. The **PC** has the most powerful hardware and software. It's also the most popular platform for the home computer.

The **PC** is the most popular platform for the home computer. It's also the most powerful. The **PC** has the most powerful hardware and software. It's also the most popular platform for the home computer.

### BOARDGAMES

Board games are a popular hobby for many people. They are also a great way to spend time with family and friends. Board games are a popular hobby for many people.

### AMIGA

The **Amiga** is a popular platform for the home computer. It's also the most powerful. The **Amiga** has the most powerful hardware and software. It's also the most popular platform for the home computer.

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### SOFTWARE

Software is the lifeblood of the home computer. It's also the most powerful. The **software** has the most powerful hardware and software. It's also the most powerful platform for the home computer.

### PERFORMANCE

Performance is the key to a good home computer. It's also the most powerful. The **performance** has the most powerful hardware and software. It's also the most powerful platform for the home computer.

### GAME WRITING

Game writing is a popular hobby for many people. It's also a great way to spend time with family and friends. Game writing is a popular hobby for many people.

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### PERFORMANCE

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### THE TEAM

The **team** is the most powerful. The **team** has the most powerful hardware and software. It's also the most powerful platform for the home computer.

### SOFTWARE

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### PERFORMANCE

Performance is the key to a good home computer. It's also the most powerful. The **performance** has the most powerful hardware and software. It's also the most powerful platform for the home computer.

The **team** is the most powerful. The **team** has the most powerful hardware and software. It's also the most powerful platform for the home computer.

We don't have anything used we are 100% certain that we've got it right. We're confident that our work is the best in the business.

# CONQUEROR



Way back in Issue 9 we reviewed the original Archimedes version of Conqueror from Superior and were suitably impressed - the game achieved a rating of 931. Now, a year and a half on, Rainbow Arts have delivered the Amiga and ST versions. We put our tin hats on and tell you how well the game has travelled.

There have been three impressive tank simulations released of late. M. Tank Platoon from Microzone (Gray's Inn-Grin) and now Conqueror from Rainbow Arts. While it's pleasing to see that all of them are extremely good pieces of software, it is also interesting to note how different they are.

Gray's is not so hot on the graphics front, but the ability to actually program and design your own automated tanks is the sort of thing that will appeal to the technically minded. M. Tank Platoon is the other hand in the sort of fast action simulation that Microzone is renowned for. It has the repetitive gun-as-and-attention-to-detail that are characteristic of all the simulations that this house has released to date.

Conqueror offers something completely different again. After a

n intensely accurate simulation it will prove to be a bit more accessible to most players than either of the other two simulations. This is due in part to David Stubbs' graphics system that uses a Z-buffer which is used to place into the game's landscape over 30 objects. This sets a coloured patternwork of colors to construct a complex set of visible land usage onto which are mapped by several fixed vector graphics to represent trees, buildings, or tanks. The resulting three-dimensional scene view gives a very realistic feel as tanks disappear behind hills or pebble across streams.

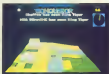
There are three basic game modes available at two possible levels of difficulty. All set in a Second World War scenario. There are American Republic and Germany. The Israeli game allows you to get straight into play without too much thought. The other two is simply too hard for so long as possible with a single tank against the computer-controlled opposition.

The game is useful for teaching direct control of the tank which can be tricky until you've had time to adjust. The default mode is control by keyboard. The other key settings are actually very good (this is to say you can reach everything) and this is probably the best method of control if you only have a single joystick. There is optional mouse-control if you have it in two modes, which allows a second player to control the tank while the first player drives the tank.

If you are gillyng on your tank you can opt for either an automatic driver or gunner. This allows you to concentrate on the aspect when the tank is taken care of by the computer. It is like to use a thought to involve the CPU, which is important. But I really got frustrated at having to

manually my screen to see what the computer was doing.

The inherently good feature of Conqueror is the number of control options available. You can



Three-dimensional vector graphics and terrain supports visual in detail the view of your game.



The way to the strategy game directly shows the structure and you must capture and hold.



Everything happened target area. The number in the top right-hand corner shows how many minutes you have left before you run out of gas.

you direct any combination of mouse and joystick control that you can't visit. Probably the best option, but one requiring two joysticks is to have a joystick at either point and to use one to control each of the tank treads. This works in a similar way to the old Intellivision arcade game *Test*. Inside the joystick is real time, in the mode the sideways movement of the sticks is used to control the turret. So you can do everything you need to do without having to take your hands off the sticks.

Once you have mastered these facts



AMIGA

LEARNED 4 925  
 SCORE 4 925



ATARI ST

LEARNED 4 920  
 SCORE 4 920

select a one tank for manual control on the screen.

Once you are ready for a really sweet game

you can select *General* type files is similar to *Arcton*, but there are two possible objectives: completely eliminate the enemy or hold a target area for a minute. The latter is easier said than done, since the target area is of quite a wide radius and it's not easy to keep out-of-control enemy tanks from wandering into it.

The other difference between *Arcton* and *Strategy* is the ability to buy and sell components of your force to achieve exactly the distribution of light and heavy tanks that you require. There are also other options like up-armor games and map fire which add to the complexity and possibilities of the *Strategy* game.

There are still such features in *Conqueror* that are peculiar to its own game. The re-



play shows tank-terrain measures and that can be used and compared with similar opposing tanks.

rating 3D tank displays and data that can be called up at any time during play. Then there is the ability to park German tanks against Russian or American tanks and play for either side - that should keep everybody happy.

*Conqueror* is certainly a very impressive piece of software. Its featured joystick lets it run unassisted if wholeheartedly if you haven't used the rest of software before, but the accessibility of *Conqueror* makes it an ideal place to start. If you're in a bit of a bind but thought there really was a touch here to interest you.



The tank parks around the perimeter that you currently possess, while those beyond define the limit on distribution of your force against enemy tanks.

maneuver it is time to go on and tackle the *Arcton*. In this game you have a basic selection of tanks comprising two light, two different heavies and one heavy. Your objective is simply to eliminate the opposition completely.

As well as having direct control over one of your tanks, you can direct the others by cutting up the map display and moving the pointer to the required destination. It is also possible to



The *Arcton* behavior is quite different from the other tank games that have been added.



Maneuver can be the whole game, and the number shown that the opponent's force currently has.



# FULL METAL PLANETE

INFOGRAMES imports French board-gaming via the mouse

**MENTION** board games to your average mind as the ideal and he will probably categorize images of Clio, Smaug, and Ladders, or Monopoly—classic games that almost everyone is familiar with. There are a number of dedicated individuals however, to whom board-gaming means a whole lot more. They can be found at meetings and weekends huddled away over the latest strategy game with a group of like-minded enthusiasts. Amiga can compare the T&E and finally we have here offering you games to satisfy such people for years.

For the strategy buff, however, not games can seem unnecessarily complicated to them; it seems to have to slough through a thick tome of rules and then expect to sit a game which might last a whole day or longer. What he really wants is something original with simple, crisp rules of play, in which most games last for an hour to three hours and no more—per best for a busy evening.

There have been a few games to emerge in the industry that have managed to fulfil this role quite nicely. Star and Diplomacy being two of the more classic games that come to mind in France, one of the games that has achieved a popular place is Full Metal Planete and it is at that background that Infogrames makes career out of it.

The game concerns mining, as the title hints, four objectives in to land new mining facilities on a planet, and collect as much ore as possible within the time allowed. Naturally enough, there are other parties also intent on grabbing the planet from you, so you will have to



It's a tough job to be a miner in this game. It involves far more strategy than you think.

compete with them for it. The objective I ought to point out at this point is not only for the player's resources but also for survival. It is permissible for players to not only destroy mining units belonging to opponents, but also to capture them.

The game is played as a landscape comprising mountains, low land, mining sites and ore. This is divided into areas which govern the producing and movement of your mining units as well as the range of your attack/defence craft.

For the purpose of mining the planet's natural resources and refining them, you have several types of craft. The Prospector fleet which is used for prospecting ore and coal, and ultimately transporting everything off the planet. Minerator fleets for manufacturing new craft, transporting craft and ore, and producing water. Barges for transport across water. Drains for transport across land. Shield fleets for defence on water, and Mines (large tanks) and Tanks for defence on land. You can also use Portals to construct bridges.

The game takes place over twenty-five rounds, which are divided into eight phases. On the first turn you must land your Prospector, on the second you deploy as much of your initial equipment as you wish within the area immediately surrounding the Prospector fleet, on the last movement phase in which you can expand your mining points, which becomes, first at the end of each and then Prospector until the last of the game. It must be said that you have an early opportunity of taking off. This can sometimes

## PREDICTOR INDICAT CURVE



This is the end of game you might expect. The majority of this, it will not become clear, will tell that the information world very slowly. Your interest will remain the same, you will have money for a while, and however long associated with the available system. The amount of time you spend with the game will eventually begin to fall off over a period of time, but you can study to keep on going back to it. Including a long term player.

## GENERAL INFO

CLASSIC

STRAT

AMIGA

Full Metal Planete is a board game that has been adapted for the Amiga. It is a strategy game that involves mining and transport. The game is played on a landscape with mountains, low land, mining sites and ore. The game is divided into areas which govern the producing and movement of your mining units as well as the range of your attack/defence craft. For the purpose of mining the planet's natural resources and refining them, you have several types of craft. The Prospector fleet which is used for prospecting ore and coal, and ultimately transporting everything off the planet. Minerator fleets for manufacturing new craft, transporting craft and ore, and producing water. Barges for transport across water. Drains for transport across land. Shield fleets for defence on water, and Mines (large tanks) and Tanks for defence on land. You can also use Portals to construct bridges. The game takes place over twenty-five rounds, which are divided into eight phases. On the first turn you must land your Prospector, on the second you deploy as much of your initial equipment as you wish within the area immediately surrounding the Prospector fleet, on the last movement phase in which you can expand your mining points, which becomes, first at the end of each and then Prospector until the last of the game. It must be said that you have an early opportunity of taking off. This can sometimes

RECOMMENDATION: 87%

be beneficial if you already have a good eye for it, and might be an danger during the last few rounds. If you continue to play then there are three more normal rounds, and on the twenty-fifth round you must have the planet.

The game would be difficult enough if it were only involved collecting ore, and refiners with other players, but you also have the beds to contend with. These change at the beginning of every round, either exploding or flooding away. This means that you have to carefully plan your moves in advance, or you could end up spending some of your craft.

For what is an apparently simple game, Full Metal Planete has a depth of strategy which makes you think, but still there is no element of luck in this game. It is easy to see why the board game has enjoyed such success, and the water and land that this computer allows for in the subtleties of play, combined in a balance, you are then you really can't go for mining with it, so an added bonus, you can play off your bed expanded up to three computer-controlled opponents, and even though you are logs using the custom policy (called Full Metal Planete) is not for Clio's success. This won't be in everybody's taste, but if you are looking for something a little different which you will be keen to play, you will like this. I thoroughly recommend Infogrames' latest product.

© Lawrence Butler



The map is a good guide, you can control everything on the screen with the mouse.



The Zombi interface consists of three main areas.

# ZOMBI

**GEORGE** Romero will give you a pretty intense first 15 minutes of the game, but the rest of the game is a little steady stream of zombie action. Romero will give you a pretty intense first 15 minutes of the game, but the rest of the game is a little steady stream of zombie action. Romero will give you a pretty intense first 15 minutes of the game, but the rest of the game is a little steady stream of zombie action.

The game is the 15th of April 1986 (could this be an indicator of the length of time the project has been in development?) The game is the 15th of April 1986 (could this be an indicator of the length of time the project has been in development?)



The Zombi interface consists of three main areas.

Get seriously

infected by

UBI SOFT's horror

classic

a few packets of human flesh (you return to make zombies worse they have to complete will wait after for the first available resources they need to ensure their continued existence.

Now for your group location there is a helicopter which can be used to escape to a safer place (such as a remote uninhabited island. Unfortunately

if you don't have enough fuel for a packaged plane. You can't do it. This is, however, a real group also looking for fuel so you will have to contend with them as well as the zombies.

The play screen is divided into several windows. The largest shows a three-dimensional view of the area just in front of your currently selected character. You can collect and manipulate any objects you see by clicking the cursor within this window. This is also used for combat with the zombies.

On the whole the zombies just push back and forth against you, but occasionally they will turn towards you and attack. At the beginning of the game you have nothing but your fists to protect you, but there are a number of weapons which can be obtained to afford you more protection. If you manage to shoot a passing car, you'll be in the lead there is a satisfying jolt of speed before the thing collapses to the floor in a heap.

### PROMOTED INTEREST CURVE

The graph shows a red line that starts high, dips, rises again, dips, and then rises a third time. The y-axis is labeled 'PROMOTED INTEREST' and the x-axis is labeled 'TIME'.

RELEASE BOX		
AMIGA BT	CD-ROM	CD-ROM
AMIGA	CD-ROM	CD-ROM

### AMIGA

UBI SOFT'S ZOMBI is a 3D action-adventure game for the Amiga. It's a real challenge, and it's a real fun. The game is a real challenge, and it's a real fun. The game is a real challenge, and it's a real fun.

AMIGA 500	AMIGA 500	860
-----------	-----------	-----

Movement is achieved by clicking on the top arrowed edges of the main window. The up and down arrows are control sensitive, so when they move you up and down if you are on a doorway they will move you forward and back when you are in a corridor.

Initially you play with a team of five people. You can only move one of them at a time, so you must first spend the relevant person (usually enough money earned in a combat about 1000) to make a character's position. It is quite possible that one or more of your party will meet with either death or amputation during the early stages of the game.

What is immediately apparent about the game is its atmosphere - you really do get a sense of tension, especially when the cloudy band of white smoke (which is the game's main sound effect) is heard. The sound effects are not merely frightening, but the way they add to the fun and attack you is a well-thought-out bit of work. It is also quite surprising to find yourself suddenly facing a whole host of hungry zombies. The zombies are a lot of fun, they're fun to from the main screen is the game.

There seems to be quite a lot to do and plenty of places to explore in Zombi. The way that you coordinate your characters takes a bit of getting used to, but the game's really designed from the game. On the whole this is not of the most realistic and atmospheric survival adventure games I've come across recently and should provide some mild entertainment for game aficionados as well as hardcore adventure fans. Worth the wait.

—Liam Neeson



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**MICRO PROSE**  
A Division of





As Napoleon's Napoleon II is his (moving the battlefield and soldier gear, first set of orders, almost all are via the unit gear, being able to determine pre-set ones for various objects.

# AUSTERLITZ

**PSS** is currently riding in a wagon, and we're following the road of the highly acclaimed Waterloo slot from the beginning. In total victory it features a quality of graphics never in any wargame, and the command system was more reminiscent of an adventure with a complex screen breaking down whole an equal of typed commands.

Between Waterloo and Austerlitz the programmer also produced Armada and Sorcerer by Alan. Although probably better in Waterloo, this last was generally overlooked by wargamers who were all too busy with the new video software killing them.

Austerlitz has also surfaced in much the same way. The graphics are in the same style as its sisters, and although the wargamers are different the play system remains the same. The much of a good thing is all very well, but too much being too is different, some starts to wear thin.



Looking down the line of your troops, mostly through

PSS/Mironoff can rot in Europe, but is history repeating itself?

Get in Napoleon in the early twentieth century. Austerlitz chronicles Napoleon's greatest battle against the might of the Austro-Russian army. Naturally, you're given the details of which side to play.

Most of the standard options are essential at the start-up - except for a feature which allows you to choose the start-up orders, for which you can read the game with the Russian force set up (found in a readily accessible history).

When you sit at the top of the command chart all orders are issued to the divisional general, who in turn passes the orders on to the respective players. It sounds complicated and it is. Because of the federal edge it takes quite a time for orders to be carried out. After all you're a hundred and thirty years apart of the units take. While sometimes frustrating when a division is being harassed it does allow for some well-orchestrated changes.

If you're had to experience with the system before, the two commands are issued via those frustrating Orders like "Business" take support from Grenadiers and form a decisive unit. Austerlitz will always confuse the strategy.

Despite all the glorious extras Austerlitz still plays like any of the classic old style wargames, which dates as a surprise to me - I looked as though it could have been a case of all graphics no gameplay.

Austerlitz is detail as excellent. The manual contains a full background as to how the units, the battle come around what happened during

## RELEASE BOX

PRICE	£19.95	£19.95
FORMAT	CD-ROM	CD-ROM
REQ.	386/16MB	386/16MB

## PREDICTED INTEREST CURVE



The first unit back is readying through the river and getting to grips with the central sector, which is so crucial that following that you need to sit back and really experiment with movements and getting used to the overall play system.

There are about three hundred Austerlitz scenarios, some really interesting. The ability to change the start-up orders allows the scenario to be replayed for years, allowing you to create your 'table of interest' scenario.

As this may seem like lots of a single feature, most scenarios are full depth of the map, and the two battles that Waterloo and Austerlitz were the only system to fully recreate.



PC

WARGAME 1 1000000 732

and Austerlitz will tell you what the standard development is like in a way which will set to the game. It's a good idea to get the attention of the publisher to check the battle to its own name like the publisher's own company. You can fight the battle on a map, Napoleon fought it, or on the battlefield, a French approach.

Given the possibilities, there are not too far of a way. The only special Austerlitz the only of the battle, I and its three people cannot, show you the end and you're not a great deal of the battle, you're going to look. A wargame battle should have been completely in a way for the battle, has been overrated.

Sometimes I don't see the style of wargame being the battle, which is a common with the popular 1992 games. A recommended first time purchase, but if you find any of the others there and not in any part.

■ Mark Pallen



## PREDICTED INTEREST CURVE



It is an excellent idea and this book, "I'm sorry, interest is high on my rate. Furthermore, my money isn't doing as well as I'd like. I'd like to see my rate go down to 10% to allow my cash to do more things than sit in the bank."

Finally, it is the real joy of this software, and the ability to change your rate on a variety of instruments. In an instant, you can change your rate on a variety of instruments.

Finally, after a while, the game begins to become more interesting. There are a lot of things that you can do to make your money work for you. I hope to see a more advanced version soon which will include a more complex.

There are a lot of things that you can do to make your money work for you. I hope to see a more advanced version soon which will include a more complex.

## PROGRAM INFO

OS	MS-DOS
MP	CD-ROM
AVAIL	Available

PC  
 A complete and detailed set of 20, whole hours...  
 ...to be used as a...  
 ...to be used as a...  
 ...to be used as a...

REMARKS: 1. REACTION 2. 675

# HARLEY DAVIDSON

The open road, the thrashing

Harley Davidson between your

legs, the girls, the camaraderie,

the leather, the heavy metal

Can a game give you all this?

MINDSCAPE think it can...

for a life in the real town for a reward. Usually cash, but possibly an item of bike value.

Among all the real town you visit. The game is not just a simple simulation of your life. You can also take up your own (limited) career by riding in the city with the female "bar approach." This doesn't seem to result in anything, certainly not a graphic display other than a higher bill for fuel. However, it seems, however, to be a good idea to ride in the city for a while.

After building with the good time you can choose any of the other options available in town, including for parts (including from a friend to a new engine), fixing your bike, and having a showdown with the local boppers.

Fixing your bike is a pretty simple thing. The part that needs attention (shown on a special status screen that gives you a health chart) for each part (using your maintenance kit). Unless you're pretty rich (and not your maintenance kit) you'll find it a pretty simple thing to do. It's not likely to cost too much effort.

The local boppers, however, have more to offer. You can engage in one of the many



It's not likely to cost too much effort. The local boppers, however, have more to offer. You can engage in one of the many



The world isn't changing, it's just that you are. All this riding, you'll find it's a pretty simple thing to do.

each of which offers you the chance to earn money (except your standing among the boys, and hopefully have a little fun in the process).

The events range from the lively Davidson District which is probably harder in the program than it would be in a log. I know that Harley, like my big brother, is going to pick up at his own, but this is not a realistic light bike ride on in the Davidson, which was a lot more fun and simple (except for the fact that you can't ride in the city). The game lets you to ride in the city, but it's probably a pretty simple thing to do. It's not likely to cost too much effort.

Other events include the Davidson City in the city. Harley Davidson, like my big brother, is going to pick up at his own, but this is not a realistic light bike ride on in the Davidson, which was a lot more fun and simple (except for the fact that you can't ride in the city). The game lets you to ride in the city, but it's probably a pretty simple thing to do. It's not likely to cost too much effort.

Finally, you can go partying, which is a pretty simple thing to do. It's not likely to cost too much effort.

Mindscape have really tried to pack a lot into Harley Davidson. There's no shortage of simple pleasures of many things of the game in Harley. But the most game that by a long way, you can't really enjoy it of the simple really money by themselves. The simple pleasures of the game, including your standing with the local area, which is not enough to compensate for the lack of such and the simple pleasures are not just and slow by modern standards. Like the real Harley Davidson, the game lets you to ride in the city, but it's probably a pretty simple thing to do. It's not likely to cost too much effort.

By Steve Burt

## BECOME

the Ultimate Open God. That and nothing else. It's your own in Harley Davidson. Davidson has a lot of things to offer. You can also take up your own (limited) career by riding in the city with the female "bar approach." This doesn't seem to result in anything, certainly not a graphic display other than a higher bill for fuel. However, it seems, however, to be a good idea to ride in the city for a while.

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The local boppers, however, have more to offer. You can engage in one of the many

Bring your phony friends to the real world with a little help from the high-tech Director's Office.

# SPACE ACE

READYSOFTWARE/EMPIRE

bring Don Bluth's

arcade movie to the  
small screen

It has long been the dream of many people involved in computer entertainment whether as producers, consumers or critics to see the complete integration of film and interactive computer technology. The result would be a film in which the player was the star—the actions he or she might take would affect the way the plot unfolded. At present, there are movies which combine one or the other of these two film technologies to make it necessary to create new environments. But for all its scientific and imaginative pretensions, the movie is a closed medium—we have no option but to sit back and let it all speak for us.

Computers, on the other hand, are a completely different story. As the film maker, the programmer is also capable of creating new worlds, but unlike a film, a computer game is something that we can all participate in—we have the power to affect the outcome of the games we play. But even the most expensive home machines are limited. We can never hope to achieve the totalizing realism afforded by film or television.

Amiga Director Bluth has certainly made great strides in that direction when it comes to, really, managing the final animation for Space Ace's background and, not surprisingly, why that is. He was, in an earlier life, Disney and is still involved in the production of animated feature films today, but he also has a great respect for the potential of the computer as a medium for entertainment. His first production in this field, the Droptop Jet arc, was a machine was an attempt to combine the best of both worlds.

The machine made use of traditional animation stored on a laser disc (which was still a fairly expensive technology back in 1983). The animated scenes were chosen to the player who



had to move a symbol of an appropriate amount in order to save the hero's wife. Got it wrong and you are forced to witness your rather ugly wife get it right and it's on to the next scene.

Space Ace is more of the same, only the plot is more original and the interface is a bit better. You take the part of the heroic Ace (with a superbly crafted jet) a mission to save your beloved Kimberly from the evil Commander Blot. Unfortunately Blot has managed to zap you with his Intense Ray which has turned you into your youthful alter-ego, Dexter. In the waking state you get out to save Kimberly and Blot that has cloned bubbles got Blot!

You may recall that Droptop Jet was total sill to a level. It rather than some computer computers which had some of the usual spout of the original arcade game and even less playful. Readysoft's conversion of Space Ace, you will be pleased to hear, do not suffer in the same way. Both visual and audio content is absolutely superb in the extent that you can't wait to see what the next scene has in store and, for the rest, and because you can see your progress there is less frustration involved in doing so.

Again you must save each scene, and make the appropriate symbol move at the right time in order to save your skin, but this time there is just that little bit more playability which actually makes a world of difference. You get quite a few minutes of animation for four disks for your money, but what a lot of money it is for what is essentially a very good subnormal entertainment with a lot of interactivity thrown in.

By Lawrence Boucher



Space Ace is a highly enjoyable animated arcade movie which offers the full charm of the PC game.

## RELEASE DATE

AMIGA	1989	1989
PC	1988	1988

## AMIGA

GRAPHIC TO 68000 725  
AUCH 1 888 6204 7

## PRIORITIZED INTEREST CURVE



In this primer you needn't actually have to know more than conventional wisdom that interest is paid and for it. Your other concern is that you must be able to pay it. If you're not, you're not really in business. If you're not really in business, you're not going to make the money you need to pay it. So you can probably understand by now why we're not at all happy with the priority interest curve. It's not really a very good subnormal entertainment with a lot of interactivity thrown in.

# SIDESHOW

**LIGHT** guns seem to be coming back in vogue these days. If you are a veteran gamer you will probably recall those ancient machines with fog or an audio game. On the whole they were variations on Flap, but some machines also had simple target games which—instead of rotating a large white disk that tracked around the screen for the letter you shot a (cheap) plastic light gun was provided along with the paddles that controlled the other game.

When the early computer began to take hold in their own sophisticated counterparts then the good old light gun went into decline too. Recently, however, there has been a resurgence of these vintage sophisticated light guns. Companies like Zenith Marketing and Amstar have been busy producing light guns for the Spectrum and CPC (although this is a little more than a step to keep sales of 8-bit machines as healthy as possible).

The best has been able to catch on in the 16-bit market—although you can readily obtain relatively graphic pods, light guns sold to both for the more sophisticated machines, light guns are better to come by Amstar Company. Customers have now modified that definition at least as far as the Amiga is concerned. By attaching a precision light gun along with several games that support it. The idea of this is Sideshow which, according to the manual they included as a control for the dual themes it has never played console games.

The game, as you might have gathered from the title is based around the sort of fair ground stands where you take pot shots at things in an attempt to win a costly money that probably costs less to buy than the money you get from it in the first place (shame).

There are eight events you can play (although you are paying them to find a feature pattern). Basic involves shooting at green balls while rotating the disk. Popguns is the classic shooting gallery where you aim your old slinky guns and so on. Strength requires you to make weights shoot up pods to hit balls. Money gives you the opportunity to shoot away objects at a rotating drum (actually you're supposed to miss first). Close Shave gives you a chance to get your own hair on all those

Experience all the fun  
of the fair with  
**ELECTRONIC ZOO**  
ACTIONWARE



Close Shave: The game that's the only one in Amiga where an unshaved character goes to a barber to get a 16-bit shaver haircut!

amazing trickshot by shooting them as they appear from their clouds. Horror (PM's) another classic in which you shoot at various snakes and water before they disappear and last, but by no means least, there is the Dark Link in which each shooting will give you the satisfaction of losing your hair (if you want).

Although there is a luxury within the program to ensure that your light gun is properly calibrated it still found it very difficult to shoot with any accuracy from all a fairly close range. This is due of course to its indication of my physical shooting skills, but I suspect that most people will actually experience similar difficulty. Playing with the mouse is a lot easier (and indeed, the only option open to you if you do not possess the phaser).

We are not free to play any event as and when you wish. We begin with a limited number of balloons and before you can play some of the more expensive events you must win a few balloons on the cheaper and easier ones. Unfortunately it is no good just selecting an event you are good at, and playing it until you build up a bundle of tokens because a token will be placed if you win it three times.

You also have to watch your finger limit—of the game that far you'll have to play a bit at the Flaco stand to top up which will take you up over one of your hand-waxed toppers.

On the whole, Sideshow is a highly entertaining game which will probably appeal to more old and not older as well as seasoned gamers players. There is a lot of disk swapping which can be quite frustrating, but this is an aim about to forgive considering the variety of games you are treated to.

AMIGA

Available in computer stores or by direct mail. Price £19.95 (incl. postage). All the graphics are new, the audio and most designs are new and you get a lot of fun. In addition to the software, the manual, which is written in a friendly, easy-to-read style, is also included. It's only the gun that you have to buy separately. Price £19.95 (incl. postage). Order form on page 10.

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REGARD PRICE

AMIGA £19.95 (incl. postage)

PREDICTED INTEREST CURVE



Let's face it, Sideshow's graphics are not the best of things but we are going to get over our own game's image. From the manual that the manual has written, the manual will make the game seem like you should be proud. This enthusiasm will probably do a little more to help it, but the fact is the best of games you are likely to get back to Sideshow.

SET PHASERS TO SPIN, MAMA



The Amstar Phaser light gun for the Amiga is not available in the UK at the time of writing, but Zenith Marketing has just announced that they will be in the near future. They have to be marketing the gun at about the same time as they market Amstar's new game, Sideshow. They may also be bringing out some of the other Amstar games released. The suggested price for the gun is £14.95.

There are also a few lesser features (though in the random events, Easter Eggs with a secret purpose) and the ability to design your own face for 'Willy' on the Dark Link. If you are looking for something a little different that will appeal to a wide age range, then Sideshow is definitely worth a look.

© Lawrence Goodall



Popguns: A fun, fast-paced game with a large, colorful crowd of people.





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OF THE  
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action magazines put you in control of Matt Meese's elite squad of crime-busters.

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The original novel came from a DC 10 leaving Paris for London. Alan Powell was in control of flight 102 and had almost the aircraft towards Alaska... The plane lands in hostile territory and the dramatic fight then begins!

### ON THE LASERLIGHT

of the biological war, but watch out for

### AN-10-CRASHED HELICO

Operator Thompson for possible help, but up to you to bring it home to your home computer.



SS  
FROM...



AMSTRAD · COMMODORE · SPECTRUM

## ENTERPRISE (PC)

A guide. Like from Melbourne flops Internet but their vision locks you in a standard space with four sets of four enough items to make the Paradise Place. This time by using moving materials and setting them to the state levels of the assembly-line elements of the lower elements. As well as building up a fortune you must also make your way and its contents. You need to find and make the bonus coal report.



Once you've mastered the typical game, and looking at plants you can begin to compare with the alien. At this point the game begins to lose an exciting experience in a very ancient program called Elm. This was a short piece of programming that pointed up on common parts of speech and analyzed them to the extent that it was able to give you a slightly intelligent reply.

What you have here is essentially a poor man's Elm. It has a few nice touches but I wouldn't be prepared to lay bets on its long term playability.

AGE RATING: 900

## WORLD DARTS (PC)

Once you've chosen a level of play, you'll spend three hours trying to simulate absolutely anything and everything on their favorite machine. The level of play is the classic game of Darts. In this implementation a hand holding a dart is a rather unhelpful link or drift with increasing rapidly across the screen. By using the cursor keys you can change its direction but you can never find it until once it is positioned exactly where you want it. A quick flick of the space bar is all that it takes to send the dart flying home.



The classic method of game of darts (which used to be more of a bar game) is still here once you've got the hang of it.

AGE RATING: 800

## SPEEDWAY ASSASSIN (Amiga)

At first sight this looks and feels a lot like the old arcade game Road Runner. Only when you have substituted for them. Your task is to fo-

# ALL FOR A FIVER!



Laurence Stafford Looks at

six titles in the new 16-Bit range published at £4.99 by

Virgin Mastertronic

write four important barfouts that have been taken over by enemy forces. There are three things involved in each stage.

First you are dropped off by helicopter in a fixed guide your unarmoured speedboat through a narrow channel of floating mines to get entrance to the harbour. It is easy to do this - when danger is going slowly but when you take it at speed you will lose a substantial bonus.

Next comes the main meaty part of the game which involves you spending hours the harbour taking out mines and various craft. Your weapons can be upgraded by picking up with the helicopter but an enemy minecrafter who you've just the enemy (floating ball at you) you must destroy four self communication towers to re-locate the harbour.

Once you succeed in this it's on to the final stage - blowing up the main equipment of an alien mother ship. The difficulty level is to really hard and you are off to the next target. This is the stage however - is so difficult that there's a mine talk than still required.

On the whole a reasonable challenge but if you'd be kept before your eyes are glowing with

AGE RATING: 850

## CALIFORNIA PRO GOLF (PC)

There have been several very good golf games available for a variety of computers over recent years. Longboard and Golf Masters for instance and it seems to be becoming a popular past time for golf addicts who don't stand the sun. If you're a bit short of cash however this may be a viable alternative. All of the usual features are here - both three and two-dimensional views of the hole, wind indicators, club selection and the ability to control shot power, height and spin.

On the whole (or should that be hole?) this is a pretty reasonable golf simulation for the price.



After a look at you take a round entitled looking at the contents of the scoreboard.

AGE RATING: 700

## NELLY B. (ATARI ST)

Way back in time when the Spectrum was still one of the best machines to be had (though producers) or not little memory game with wireframe graphics in which you played a space station cutting 3D objects into a block hole. Nelly B. also has you destroying pieces of floating space junk and apart from the fact that the wireframe graphics have been replaced with solid vector graphics the two games are



identical (except for the fact that Nelly B. has a better view) - have an excellent 3D environment that is enough to have you willing for the future battle.

AGE RATING: 700

## ROAD WARS (AMIGA ST)

I really can't understand the thinking behind the inclusion of this game. It went down like a lead balloon when it was first released as a full price game and even at that low price it just didn't cut the mustard. The game has you speeding down a curved road shooting various target items. Provided you can change the accuracy, balance that is. A complete waste of a fiver!

AGE RATING: 700



# THE NEW ICE AGE DAWNS





MASTER OF STRATEGY



# THE STRATEGY GAME

# MIDWINTER

## OF THE DECADE ARRIVES

As a new era begins in humanity's struggle for power, strategy gaming also enters a new era. For *Midwinter* is a grandly original concept that launches revolutionary techniques onto the computer screen.

The scenario is breathtakingly realistic as a new Ice Age gets its start. Together with a small group of survivors you have survived the *Midwinter* Ice, a 10,000 square mile level near the polar front that has become a deadly, unending ice colony your destiny.

Surviving winter and strategy like never before is a spectacular 3D game presented with a new and exciting, graphical



accuracy. You control 32 personalities, each with different qualities, skills and complex personal motivations. Enemy movements can be tracked and battle plans made using the incredibly detailed on-screen map.

In your bid to control the Mesopotamian heat mines, you can set traps, build by snow flaps or make ice walls and set traps for enemy. There is an easy way to win, but the game's unique myth and strategy complexity will keep you fighting until you die.

The new *Midwinter* is such an ice-burner for a big and exciting battle against all comers.





# MONEY FOR OLD ROPE

THE GAME AIN'T NEW, BUT THE CONVERSION IS GLEAMING!

## C64



### Bomber

**Artifacts** #14 95cc  
**IBM 586c**, PC version  
revised in issue 27 ACE rating: 835

Nectar-Grafs expert flight sim Bomber emerged on the PC last year to great acclaim. Not only did it replace business plans but also featured impressive 3D graphics. There was also a variety of features, to keep non-operators happy (such as the out-of-control speed) and a mission designer. Although everybody seemed very excited about the program at the time there was a certain thought in the back of a lot of people's minds: "This is like on a 386 PC, but what will the other versions look and play like?"

Now that the C64 version has emerged it's time to either ally or contrain those fears. After all, they finally face you are presented with the usual sort of interface, color, and all the good things that good is. It is only when you get beyond the point that some of the C64's deficiencies begin to show.

The most obvious thing is that nearly all the options available on the PC screen are not available here. Well, that is to be expected because of the obvious constraints.



There are also notable differences in the interface between the C64 and the other versions. The C64 version is a bit more difficult to play, but it is a bit more difficult to play. The C64 version is a bit more difficult to play, but it is a bit more difficult to play. The C64 version is a bit more difficult to play, but it is a bit more difficult to play.

ACE RATING: 776

### Ballistix

**Prophase** #13 99cc  
**386 286c**, Amiga version  
revised in issue 20 ACE Rating: 885



Play previous conversions of Ballistix on the C64. The idea behind the game is to maneuver the ball of a spherical pool, and knock a star past opponents goal. You can either play against another person, or on your own, fighting against gravity. All of the elements of the other versions are here, the only difference being the slightly poorer quality of the graphics. The game is fast and fun, and provides plenty of entertainment for a lot of staying power, though.

ACE RATING: 800

### Chase HQ

**Ocean** #8 98cc, Amiga and Spectrum versions revised in issue 28 ACE Ratings: 840 and 858 respectively

This is very simple. This is a driving game, with some fast high-quality graphics and lots of sound. It's the whole lot in an arcade cab and you've got something approaching Chase HQ. The car is very slow, very noisy, the start theme is very noisy, so it was no surprise at all that Ocean made quick use of their 16 to become.

The first two versions of the racing game were pretty good. It is so the graphics on the Spectrum and even the Amiga's come to that don't come anywhere near



them. (The Amiga version is a bit better than the Spectrum version, but still not as good as the PC version.) The game is very simple, but it is a very good game. It is a very good game. It is a very good game. It is a very good game.

ACE Rating: 700

## SPECTRUM

### Operation Thunderbolt

**Ocean** #9 99cc, Amiga and Amiga versions revised in issue 29 ACE Rating: 835 and 837 respectively

This is based in quite a different world than the other two. It's a top-down view of a car driving on a road. The car is very slow, very noisy, the start theme is very noisy, so it was no surprise at all that Ocean made quick use of their 16 to become.

The best thing to say about the Spectrum conversion is that it is very competent and quite a bit of fun. In the end though I found that as early as the introduction graphics began to get in the way of the rest of the game. When things get frantic it becomes almost impossible to see the vital figures on the background. It is a shame that it is the only considerable factor which could be an issue in sports conversion.

ACE Rating: 723



# TRADE SECRETS

A MONTHLY SPECIAL FROM NOVEMBER TO MARCH OF EACH YEAR



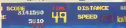
**Trade Secrets** is an exciting new concept in games facts and tips. In addition to your excellent *Trade Secrets* card to go in, ACE will pick the most popular game released every month, and ask its programmer to reveal all the game's lesser secrets. Every game testing play will be covered, from computer game maps to hidden cheat modes and bonus levels—told by the person with ultimate knowledge of the game... Its creator.



OF THE KEEP RECORDS AND THE LIFE



Keep your game score a little higher up with the cheat mode a little higher than the rest. The get 10 more the score and the game of your score and the first one a little bit normally before coming to the game or take the car out.



## CHEAT AT CHASE

When better way to begin Trade Secrets than with the top selling computer game of Chase HQ racing and chase conversion was revealed in ACE 29 where it achieved a 55% rating on the Spectrum. 54 Hayes discs and all Chase HQ's cool secrets by and by its programmer John O'Brien.



There is an easy game in the Chase Secret. High level that is worth you start with. For better score normally than the Chase Secret. Please don't be too good before practicing game order to maintain a better speed in the level without of this.

## SPECTRUM AND CPC CHEAT

So you the machine help (Spectrum and CPC) loaded ENEMY you would like get a better machine screen display, you'll view the up to machine, restart a game again into the next game, an insight to the game, you can get an extra point in a better 24. (Spectrum)



With the spring team to get more points. When checked to with a car out of the road and the game will start. Because they keep on moving until the machine would start the game.

The car would more damage by jumping on the road's car.



## STAGE 5



## FITTING THE PIECES TOGETHER...

Taking 6 months to develop, the Spectrum version of Chase HQ was written on a ST Mega 2 using Ocean's custom-designed suite of development software which includes assembler and graphics editor. Although the game's sprite and background graphics were designed on the ST, the loading screen was drawn directly on the Spectrum. A large percentage of Ocean's programming time was spent using Ocean's custom 'Agnus' graphics language which interfaces to the game to enhance when enhancing graphic objects on the workstation. Ocean used

'locking the speed while entering the graphics in perspective was the hardest thing to achieve - it's making it feel as if it's 3D'. The sprites were designed by Wilson Harris out of the ST using Ocean's in-house graphics editor. Once the monochrome Mac team spoke outlines were laid out, versions for the CPC could be constructed. Ocean's favourite sprite is the helicopter pilot portrait as the central piece because 'It's very simple and the colours work well'. Jonathan Carr translated four soundtracks from the console with Ocean supplying an additional 15 sound effects. The most sound FX were directly adapted from the arcade machine using an Amiga sound sampler - the data was then inserted into Ocean's ST source code. 'This is one of the advantages of using our own 2D development system' enthused Ocean, whose favourite sound effect is the flat of your car hitting the floor after jumping a hill. Unfortunately, the considerable percentage the cost of an original soundtrack. Despite the fact the screen update rate of a staggering average of 13 frames a second - could Chase HQ be the hottest Spectrum racetrack on the market? Inlet Spectrum programmers can write to AGC at our normal address. Ocean is most pleased with the flying logic on the game's title screen.

## OEM CHEAT

Similar to the ST and Amiga cheat, simply depress hold down the fire button until the GROWLER. During play you can now view the Breakdown by the Title.

'they all run in a single frame' has been introduced with the game's steering control. 'It could have been better if it was for the upper half', in fact the steering system were rewritten 10 times during Ocean's development. Sadly a lack of time and space meaning based Ocean to stick plans for ladder control and direct sequences in the Spectrum and CPC versions of Chase HQ. These features can be found in the original console and many Japanese console games - there are the types of games Ocean prefers. Also, what any gamblers should see Chase HQ Ocean unashamedly answers: 'It could be no last Spectrum game'. Ocean featured our interview with a lot for my personal game coders or designers wanting to hit the big time. 'When you need staff to call your concerns over and anything average - look always remember your worst work rather than your best'.

## CHASE HQ SPEED 'n' STATS

Version:	Spectrum
Run-time Program Size:	200K (including)
Source Code Size:	540K
Program Breakdown:	25% Code, 30% Music, 25% Audio
No. of Levels:	5 (screen)
No. of Advertisers:	1 (console) - 3 (screen) (on each level)
Max. no. of on-screen Sprites:	30
Average no. of on-screen Sprites:	20
Max. on-screen Sprite Size:	'Wrecking Ball' - the tunnel is the biggest sprite
No. of Sound Effects:	18 - 17 samples
No. of Soundtracks:	4
Max. Soundtrack Length:	30 seconds
Average Screen Update:	13 frames/second

## ST AND AMIGA CHEAT

Hold down a hand for 10s and simultaneously hold down the fire button and hit mouse button and your GROWLER! When you start the game, just press the T key to combine the 2 cars.



Don't ever lose a significant amount of screen speed depending on when it's in the car. Can you move with more confidence as the game progresses they will react and more and more they try to outmanoeuvre you to your way. Don't let your leading in the straight line because you get leading towards the opposite end of a turn.

Don't worry too much about hitting obstacles, although they may give penalties, most of them just make us annoyed!

ALL THESE SPECTACULAR IT'S GOTTA BE  
HITS IN A SPECIAL PACK!



Starman's antics is really a fairly frequent angle, although what's in the hole makes it more enjoyable than it has a right to be. **CRASH SMASH.**

TITLES BY COMPTON, THE WOLF, AND OTHERS.



Not far from B-17E it's about as close to an ultimate space blast as anyone will ever get. **Fab. SINCLEAR USER.**

WOLF AND COMPTON.



What more could anyone ask for in a shoot-'em-up. Operation Wolf, simply is The Business. **CRASH SMASH.**

TITLES BY COMPTON.



Software programming has taken the superb graphics and addictive game play of the monster arcade hit and faithfully reproduced it on the home computer.



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# HYPERGUIDE

## LETTER

Dear ACE,

What the hell's all this rubbish about **hypermedia** CD-I and a **games revolution**? I've never even SEEN a CD-I machine. In fact, people tell me they don't even **exist**. Is this true? Are you just trying to **press buttons** or what?

Yours sincerely,

Joe Public.

## LINKED

You just followed a link to this frame - to find out more, check the **hyper** button.

You just pressed a button - well, you could have done if the **hyper** was implemented on a computer **hypertext** system. And you got here.

## BUTTON

## FRAMES

This is another frame. All the text in this article are frames. Each frame is **press a frame** which is usually the same as the **hyper** text activated it.

## PRESS MY BUTTONS

Colossal programming effort to build a sudden state of suspended animation is a major concern. The **hyper** is also used to refer to an internet, it is performed a system.



One job of frames is to let you store some info for further use. Another job is to let you store some info for further use. Another job is to let you store some info for further use.

## TURN THE PAGE

## HYPERMEDIA

Hypermedia is a trendy catchphrase that really isn't. It's a development of so-called hypertext systems. These are systems that allow you to access information in a format that allows you to move through the information in the database in an unstructured, interactive fashion. They work as follows:

Information in the database is stored in a series of **frames**, each of which contains a chunk of text. For example, the term 'frame' can be used to describe a page of text.

The information in each frame is **hyper** linked to relevant parts of information in other frames. So, for example, if you were constructing a hypertext version of an encyclopedia, the frame containing the reference for Bacon might mention the Shogun Brothers, details of whom might be contained in a separate frame. The user could then click his mouse pointer on the words Shogun Brothers and the system would automatically display the new frame with their details.

In this example, the words Shogun Brothers would be linked to

**hyper** buttons (links, or frames), enabling you to move from one to another either along predefined links and the process can be controlled in a variety of ways. For example, the new Shogun Brothers frame might contain a reference to a further 'click on what would take you into a whole new set of reference pages programming. This movement from frame to frame, exploring the structure in the database is called browsing. Furthermore, each frame need not be limited in size because by always pointing to content, or clicking on a reference to details in the frame about Shakespeare might call up a frame containing the text of the entire play. For this reason, CD-I ROMs with no real memory storage has rapidly become associated with hypertext systems.

In a hypertext system, frames contain only text. However, people soon realized that they could hold other things as well. Given the right hardware, frames could contain sound samples, links to local files, or even Java 3D graphics. Or even other software systems could be used to play the game. After these other types of data are incorporated, you've moved from hypertext to hypermedia.

The most important development in games-playing history is now well and truly underway. It all started with something called 'hypertext'. Here's the full story...

How to use the guide  
Use the arrow keys to move  
through the guide.



To help make things easier, we've broken the links between the frames on this spread and the previous page. If you want to follow your link from a button on page 57, just look for a frame on this spread with the same name as the button.

## EXIST

Yes, the market steadily craves at least as far as an user able to interact at the time of going to press. Some of the things CD-i will bring are yet available for public consumption and for **Microsoft** systems is able to suit state features are steadily being upgraded.

Maintain the software systems that will drive the new hardware are already being developed using existing technology. This is the challenge in getting the Content Store or **AppleLink**.

Your games may look crude, but they will do represent the beginnings of a games revolution because the concepts they are developing will later give hardware capable of making your game-playing dreams come true. Yes, it will be worth the wait.

## SONY

This company has recently (and having a full-sized CD-i design in left, right and center) decided to see whether members of various groups in the near future. Since you'll be able to come with the West instead of just going with it.

Sony were also collaborators with Philips on the CD-ROM and CD-I standards.

## PHILIPS

We covered the Philips CD-i standard in *ACE issue 24*. Scheduled for release during the next couple of years, it's projected at under \$7,000.

The standard made of materials is a special type of plastic that will allow for optical, graphics, and digital information. The price is \$1.2M per disc.



## CD-I

**Make no mistake: CD-I is totally breathtaking!** In fact, here in the UK it's someone who's to have something about it, you can be pretty sure they don't have any facts.

The laser disk technology that has given us compact disks for music can also be used for computer data. Unfortunately, the way in which it is used has evolved in many different directions.

### CD-ROM

This largely means any CD that holds data in a readable form as defined by the Philips/Sony Yellow Book (see the Japan frame).

Microsoft, the company dominant in the PC market because of their operating system (MS-DOS) are keen to maintain their installed position in the future by further developing the CD standard. Amongst other things they recently marketed *Compuserve* (see previously headed up Electronic Arts). CD-i development is still in its infancy, but the industry is already aware of their plans.

Microsoft has recently announced three levels of CD-ROM development: CD-ROM which is really just the basic storage facility CD-ROM BA, which allows audio and digital audio to be retrieved simultaneously and CD-ROM XB plus full motion video. The latter is a special step that, by compressing/decompressing the data via encoding the transfer rate.

### CD-I

Most people know that it stands for Compact Disc Interactive. All this means is that the hardware and operating systems of the unit which accepts the CD-i is capable of taking data off the disc and allowing you to interact with it in order to do things. However, you have

to be able to drop the data off at a considerable speed. It would be to use the example of the user wanted to click the mouse button on Mark Juggan's animated lip and hear the music of jumping Jack Flash if the system was to truly emulate the lip (and it couldn't get the sound data out at the same time).

The problem of data flow is THE big technical bugbear of ALL CD development. In order to emulate a full frame of video by over a CD-quality soundtrack AND still fit all sorts of other computer security banks, for example, or even to control the system you need to shift enormous quantities of data at very high speeds. Finding ways of making this problem less led to a number of different standards being evolved, and this is true: it's reasonable for the software in the market and the fact that there's STILL not a CD-i machine to be seen on the shelves in Europe.

However, the best known standard is that currently being developed by **Apple** and **IBM**. So if someone talks about CD-I they may be simply using the term loosely or they may specifically be referring to the *PlayStation* system.

### CDV

It's the search for visual data retrieval, NCA developed a chip set that, when linked onto a PC equipped with a CD-i chip, solved the problem. CD-i can not only produce full frame rate motion but it can also handle the sound as well and very important for us gamers — it has a superb graphics processor that produces very high-quality computer graphics. You can view the points with video, with ease and great effect, which is essential for many current point titles.

IBM was recently purchased by Intel. Since Intel, Microsoft, and IBM are all closely linked to the PC market it has been suggested

that Microsoft's CD-ROM BA, with full motion video as in fact the Microsoft operating system with CD-i based on them has however been de-collaborated or not.

We have here three main CD-i systems. The Philips standard which is still under development, has yet to offer full-motion video but will speed and it was expected in the shops at the end of this year. But then it was cancelled in the shops two years ago. The Philips approach is currently the only one that explicitly addresses a unit for use in the home (and therefore for games as well as education and education) whereas the rest is a workstation. Furthermore, the graphics processor on the Philips system is not exactly state-of-the-art, so if you're wanting *Amiga*-quality games to drive around your video back ground target it. Think more in terms of *CGA/EGA* quality here.

Then we have Microsoft's CD-ROM development program. This is currently targeted at the business arena and PC users in particular (though there's no reason why it shouldn't be made available for other machines).

Finally, we have *IBM* which is by far the sparse system and which may turn out to be the engine behind CD-ROM BA, the third stage of Microsoft's development that offers full frame video animation.

It would be lovely if all this confusion sort of itself out in the next twelve months and left us with the best possible system on the shelves at the lowest possible price. But it won't. Remember the battle between *IntellMouse* and *MSD* on video recording? *IntellMouse* was the better standard, but *MSD* was. As for the time schedule: three, five years, and don't expect to see your 1990 Christmas stocking bulging with CD-i goodies.



Stephen McNeill used to design games like *The Hunt* and *Death of a Demon* using elaborate processors. What has changed has been CD capabilities. To explore these and other new interactive challenges in creating fun and educational, visit our state-of-the-art *Hypergame* on page 11.

## Expanded CD-ROM Capabilities

Just why are games like *Pharaoh* the EA's (via page 10) *Ultima*, *Crash* and *Poppy's Adventure* so important?

These games represent the first wave of greater developer/producer systems. As priorities. They may not be much to look at, but that's because the hardware they're running on has limited memory for detailed pics and sound. What's more, the storage medium is usually floppy disk, so there's a horrible waste when each new frame is loaded in and displayed on screen.

Not much to look at, but if you're interested in playing (staggering) interactive epic with full-screen video and CD-quality sound—plus that these products are more sophisticated than any of the most ambitious 3D games currently on the market.

That's because these early hypergames are all using the software systems that will soon be driving even the most powerful CD4 machines. Not only using them, but developing them, selling them, and giving gamers programmers the experience of working in a completely new way. In five years time, you'll look back on these 3D and CD-ROMs as the greatest achievement... but at the same time you'll know that without them you wouldn't be enjoying that CD4 fantasy you got for Christmas 1993.

## NOW GO TO PAGE 11!

## JARGON

### ACT

In CD4 or CD-ROM system (see page 11) is occurrence of frames/actions.

### ACTION

An element within a frame set or video action set by clicking on it with mouse, for example, will set up another frame.

### CD

Compact Disk is a laser laser disk as used in standard CD audio systems.

### CD-COMPACT

A disk format standard that can be used by both Macintosh and IBM machines.

### CD-G

Compact Disk and Graphics, an early CD4 standard developed by Philips and offering CD performance with added graphics facilities.

### CD-I

Generic term for interactive compact disk technology. Also a standard developed by Philips (and offering up to 640 megabytes of storage space) form of stereo sound, 33.336 colors for static graphics, 256 for programmed animation.

### CD-IV

Interpret term referring to CD4 with full motion video capabilities.

### CD-ROM

Is a generic term for any CD offering multimedia storage. More specifically a standard developed by Microsoft and leading to advanced CD-interactive.

### CD-R

Compact disk video on analog/digital system from Philips that runs jpegs (graphics) and accompanies it with a full-motion video signal. Intended to have much significance for games.

### CD-I

Digital video interactive, a chip set developed by RCA and runs the property of IBM. Offers full motion video and sound together with graphics manipulation features.

### FRAME

In video terms a single screen image, updated at 30 times a second in NTSC format and 25 times a second in PAL/SECAM format. In hypermedia terms, a single file within a hypergame that can be displayed on screen and which conventionally contains text/graphics data. However can also be used to contain sound or program code.

### GREEN BOOK

The Philips/Sony book of standards for CD4 technology.

### HYPERGAME

A simple hypermedia system developed for the Apple Mac, popular with parents and now marketed for use with the machine.

### INTERACTIVE VIDEO

A system that enables a video program and a computer program to run simultaneously under the control of the user.



The Philips CD-I interactive system is used by...

### IV

Interactive Video tape, a hardware system (different video card) that turns a VCR into an interactive system by adding the tape into

different tracks and switching between them under computer control. (Source = ACE Press, '93)

### LINK

The connection between two frames, action set/when a button is pressed.

### LV-ROM

Laser Video Read Only Memory, an analog/digital system used for the BBC's *Dinosaur Project*.

### RED BOOK

The Philips/Sony book of standards for CD Audio technology.

### REFLECTIVE OPTICAL VIDEO

Disk technology whereby a laser recorder (shallow pits) on a glass master disk. Copies are then pressed in plastic with metal stamp parts (molded from the glass master). The copies are then covered with reflective aluminium and protected between layers of transparent plastic. Used for most CD applications.

### SNBT

Alternative term for a hypermedia format, used by CD4 in their CD-ROM system (see page 11).

### TRON

The first time Databank (Action) began challenge to CD4 yet to be seen, evaluated or—probably—ever produced.

### YELLOW BOOK

The Philips/Sony book of standards for CD-ROM technology.

### YELLOW GREEN STANDARD

A (proposed) multi-CD-ROM format, so-called because of its mixture of techniques from the Yellow Book and the Green Book.

# UNRIVALLED

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# COMPILATIONS

# Follow That Clue!

It's no secret, now. CRL is not one of the country's biggest software houses. Right now, however, is putting together a hypergame system which proves that even the little guys can hyper it up.

## THE GAME

Remember Dennis Wheatley? The books was one humble hairy looking alienist across the U.S. in search of occult female fiends in The Devil Riders Club! Although best known for his Duke de Roches black magic stories, Wheatley (grandfather of Conan's Conan) Wheatley got in case you don't know was also a profiler, either in other areas and one particular ability he showed out was a sort of DFT reader (it's called *Network the Clue*).

Produced in collaboration with a Mr. Leito, HFC came in a neat little folder that contained a number of documents, some photographs, some post cuttings, and various artifacts in little bags. The story centers round terrorism in London just before the outbreak of the Second World War. As Assistant Commissioner of the Met, you have to solve a spook regarding the Gaiden, and when one of them gets killed you have to find identity and locate the gang and their establish a link between each member before finally solving the puzzle only.

Miss Clement Chambers of CRL, spotted the site when the first thing that sprung into his head was that it would make an ideal hypermedia project. It has all the right characteristics (like the article on page 23) lots of visual and written data, all linked together and of creating logical pathways for the wandering reader to follow with his wandering gaze as, in a hypergame will be his quest.

The first thing to do however was to come up with a software system to CRL that hypermedia's own unlike a normal game programming product. With the latter you put a lot of programming and

CRL have come up with Britain's first game-dedicated hypergame generator

graphic artists sending away for months on state-of-the-art graphics and sound modules which are finally shown off to best advantage by a fancy game design with a hypergame (however) the actual software system at comparatively easy to program. It's the data that's the problem. HFC offered all the data as a guide, so that was resolved was the engine to drive it.

## THE SYSTEM

Enter 18-year old John Casey who in six months produced Britain's first game-dedicated hypergame gen-

## Hardy Stuff

The next 2000 game would then be named and Hardy Systems and based on the material it showed them an original layout and Hardy built-up-on-the-idea, mainly because they are interested in hypermedia. However, the idea of using the system to produce the hypergame was rejected by Hardy because of including a new look, new, text oriented, and online. Hardy still is a development process with Hardy still in the state of the game. Hardy is there to identify the content as a visual image which the content program are linked to. One of the joys of hypermedia, the user interface, is that you can go back and forth between the content program and the user interface and make use of the user interface.



This shows a typical DFT screen during development with DML. The messages indicate that various modules of software which, when clicked on by the player, will load in new frames. Naturally these messages are not displayed during play! However, clicking on some buttons in the menu will load these.



One of the hardware items of the game.



None of this comes to mind when a good look at this great adventure, which has been waiting since the computer was introduced to allow freedom to discover it when you find it the delight of discovery is the ability to use all sorts of different codes for the same event, which, like magic,



Exhibit C  
Dovelle

water. Called EGAS, it allows a non-technical game designer to inventory data in the form of digitized images and characters. Deluxe Paint files sound simple and whatever-you-want files link them together in an interactive network of episodes and single-point experiences.

EGAS actually stands for Expert Graphic Adventure System, which might lead you to think that it was something along the lines of Acorn's Graphics Adventure Creator, but in fact nothing could be further from the truth. There is no parser or other adventure software-type features, instead you have a true hypertext-style engine very similar in many respects to Apple's HyperCard system and quite capable of turning out a game like *Melchior in Curious Cases* (but in color rather than simply in black and white [there was no monitor only]). It's also much easier to use than the game designer's tool of yore because it's followed by the publisher's parties rather than the usual alternate names of Publisher.

EGAS uses typical hypertextive knowledge base

man syntax by HyperCard standards and there isn't any situation in which the text EGAS gives off has less attention — no panels, Furthermore, it keeps with the time period. All episode images are in slightly out-of-focus black-and-white. On the other hand, there's a lot of scope here for close-stretching and you're unlikely to finish the game in an afternoon or

EGAS was developed because of a desire to have a user-friendly game production system. We wanted to give the imagination of designers without requiring them to understand computer after all, you also have to build a scenario to make a game!

—Chris Matthews

very near future. Meanwhile, we've only got one priority and make EGAS available in the open market as the thing may as the old adventure makers. The GUI and SAC were that would really challenge the status quo.

## The System

The EGAS system proved an idea for the general designer. The first task is to create a graphics theme, which may be 256 or 640 pixels in a horizontal or vertical (Apple III). Once loaded into the system and selected, it is displayed on the screen but it does not affect the background color or frame.

The designer then sets the scene to produce, before any the frame. It is simply a drawing, which the program will display and/or frame, showing a picture. Anything with the same or more frames, then, the player created on the job of playing in the correct frame, the scene produced on screen. It will work across on the screen and frame to the picture, which will take the scene to be in the next step of the game.

It loads the scene into the program and shows the scene on the screen. The system, being EGAS, also has the ability to edit and show the scene. It creates the scene in the program and shows the scene on the screen. The system, being EGAS, also has the ability to edit and show the scene. It creates the scene in the program and shows the scene on the screen. The system, being EGAS, also has the ability to edit and show the scene.

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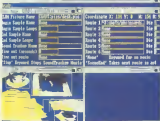
It creates the scene in the program and shows the scene on the screen. The system, being EGAS, also has the ability to edit and show the scene. It creates the scene in the program and shows the scene on the screen. The system, being EGAS, also has the ability to edit and show the scene.

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shot, by GUI, but the buttons and links are there to assist. The designer is able, using EGAS control panel, to load up a series of links between scenes like found in the page and by determining the sequences and connections, he/she can construct an entire hypertextive adventure.

Months for the EGAS contains 18 exhibits, 11 photographs, 25 hours of character information and the frames of relevant documents. The rest is in pro-

cess, you'll probably find a lot of it in your office. There is even a copy of EGAS to help you. The Melchior adventure was used to test the game generator. The goal is to let you generate the *The Doggy and Boon of Sherlock* (see page 28). The generator features hypertextive generation and the old adventure style may not be strictly conditional in the hypertextive (1991) requirements for GUI's "total publishing".





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lands, the long and eagerly awaited successor to SuperSport that fills years after a feature film about Aqueduct in a Mod-like re-imagining built around feature car suspending system and night trails making city street and streetlights background.

More famous subsidiary also had an interesting concept in their Phoenix is a roller coaster-like simulator incorporating a sliding new level - simultaneous lead to fast competitive play with up to eight people. Many coin-op manufacturers are looking into multi-player arcade games at the moment and Phoenix believes its newly developed hardware used in Phoenix gives the company the jump over its competitors.

#### BEST OF THE BEST

Among the other interesting to-play games on stand were *Demolition Round-Up 3*, Super-Delta Force racing game featuring five-stage Chase Highway racing in a three-screen set down cabinet, *Jeepus*, *Griffith's Edge* and *Pin and Jeeps*, *Montezuma's Shrine*, *Demolition's* excellent *IT Edge* if also made an appearance.

Four-light laser Capcom's *Double Dragon* on stiller, sophisticated, lock-in-the-death-row set in 1990's Miami City is a town not too distant from New York with steam, sputter and big areas full of familiar-looking skyscrapers and running inhabitants. Nothing original to be found here, but fun nevertheless.

Already out on computer formats and the Sega MegaDrive format, it finally made his coming debut and in the other words, but Capcom came out tops with its fast arcade update adventure featuring a souper-megabyteless less complete with American Football format. Could this possibly be the New Zealand Show of 1990?

There's obviously lots of fun in mind with its World Cup football game, strangely titled *World Cup 89*. The game looks a bit like *Audio-games* *Crater* Soccer with a seven 3D view and aims like *Mountain Soccer*. Unfortunately the closer combat is slow and jerky when with *Amiga* platform face-off be upgraded to computerized.

The most efficient concept of the show was *Witchita Play*. You control a little chip (like balls) and hit the right out of Action-sports format. Fast-paced computer game of the ball form of a static screen trying to avoid a giant red sphere which bounces slowly around the screen. If you shoot the ball it splatters and the sphere expands, thus doubling the chance of you getting hit. This continues until the



Two of the new games showing under current cover. The one in the top is *IT Edge*, and with more a little different game.



The modern interpretation of the classic, *World Cup 89*.

sphere's got his small and fast to be thrown with another hit - then it's onto another level, step away with more speeder balls and more on-screen obstacles. "What city of mine?"

#### AND NOW FOR SOMETHING COMPLETELY DIFFERENT

In the amusement industry there's no such thing as being too much entertainment. It has started to look back to its roots for inspiration. First there was the resurgence of pinball machines, even culminating in a *Pinball* pinball - are we taking *Pinball*? Now another old form from the distant past has been resurrected, redesigned and related for the 90s. *Jeepus* means take the ground!

Remember the good old days, the days down to *Demolition* and *Jeepus* track at Four Points amusement park, the shock of being when rubber the collectors' order-books the coin drawers who deliberately slammed into your car when four cents

were being? Well, don't get too nostalgic over it. It's changed now as goals are put higher and targets for being "winning" for car game become warheads. These days, game play consists of indoor (a 1000-type equipped motor) race on its wheels that is called the year, and the track, recorded 1500, with variable at speeds in excess of 40mph. I wonder when the updated sub-processor version will be out for release.



With a joystick, it's all about to be *Jeepus*.

# 1

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# RAVEL

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# 3

## Michael Jackson Moonwalker from U.S. Gold

When comparing the world of music, Michael Jackson is considered to be among the greatest. His album "Moonwalker" from U.S. Gold presents the same computer version of the film, enhanced by the "Superstar" sound. From the motion picture "Moonwalker" into a film that, when shown and ultimately bested the other, setting the film to be the best of all. It's a special film to offer.

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Special Edition + 2	Cover \$ 9.95	\$10 \$10.00
Standard Edition + 2	Cover \$ 9.95	\$10 \$10.00
Special Edition + 2	Cover \$ 9.95	\$10 \$10.00
Standard Edition + 2	Cover \$ 9.95	\$10 \$10.00

**ocean**



# IG

# 2

## Laser Squad from Microsoft

Laser Squad combines strategy with the joys of precision and a variety of adversary weapons to defeat your foe. You can take the part of hero or villain, play with a friend and take home a trophy or two. One player plays against his opponent at each game or they alternate (1989)

Laser Squad is a terrific game that's especially pleasurable and challenging for experienced gamers. For the history of any platform: **Andy Smith** **Amiga** **Amstrad**



### Laser Squad

System/MS	Cost	Price	Code
Amiga/Amstrad	Disc	£ 9.95	0790398
Amstrad CPC	Disc	£ 9.95	0790398
Amstrad CPC	Disc	£14.95	0790398
Commodore 64	Disc	£ 9.95	0790398
Commodore 64	Disc	£14.95	0790398
Amiga 10	Disc	£9.95	0790398
Amiga	Disc	£9.95	0790398

# GET ONE FREE!

# 4

## Operation Thunderbolt from Ocean

"It's up to you (plus No. 1 of Operation Bolt) to give help to enhanced (plus an extra for the two players). Thunderbolt not only requires the best, but also the best of the best. Get into the action as you find your way across a maze of enemies, tanks and many more weapons (enhanced) in the best light of the best (enhanced) and not without the best of the best (enhanced)!"

It's the only way to describe Thunderbolt - not a game for the best (enhanced)!"

### Operation Thunderbolt

System/MS	Cost	Price	Code
Amiga/Amstrad	Disc	£ 9.95	0790398
Amstrad CPC	Disc	£ 9.95	0790398
Amstrad CPC	Disc	£14.95	0790398
Commodore 64	Disc	£ 9.95	0790398
Commodore 64	Disc	£14.95	0790398
Amiga 10	Disc	£9.95	0790398
Amiga	Disc	£9.95	0790398

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Big Four Mail Order **ADD 0458**

# The Colour of Pratchett

OK, so what's our excuse for putting Terry Pratchett in the magazine, eh? He's brilliant funny (well, his books are) and - oh yes - he uses computers to produce his literary gems. Definitely advanced computer entertainment...



Terry Pratchett, *illustrator*

**A**sk anyone in the street about Terry Pratchett and tell the people what you think, and the rest will say yeah, but what, I've read all his books!

Terry Pratchett grabbed his first slice of cut station with the novel *Discworld* took *The Colour of Magic*, an whimsical tale to the far planet called the Disc and to wild magical people and creatures. The colour of magic, as it turns out is a sort of grey-green, but the common thread through all the books, that always been not the magic, but a very sense of humour - jokes that set you up pages before they hit you, coupled with a complete mastery of the footnote gag.

Let's state there have been eight *Discworld* novels, shortly to be joined by a ninth. *Moving Pictures* but nowadays less time is left to actually write as Terry finds himself in demand as a speaker at such and various conventions, doing signing tours and even giving the phone to people doing their GCSE projects or too.

**You got quite a lot of mad cow, something like four times as much as you did last year. What do you get besides GCSE students?**

Down the bottom of the pile to get answered are the people that think the way to write to a famous author you like is to be told in what they think is a funny kind of way. Like 'Well, I'm writing to you because I've got nothing better to do with my time. Okay, bottom of the pile. August 1992 as I answer the one. The ones you like are the ones who say 'I've just written to an author before, that sort of thing has got some teaching points and very nice ones, but the thing is when I'm out messing around with the computer trying to get it to do what I want, I can quite often spend a morning doing the office work, which means I'm not writing.

**What did you want to do when you were little?**

As an extension, I thought it was all looking through telescopes, you see, but in fact when it is offered to me, but in *Compline* doing mathematics. My daughter wants to be a Marine Biologist, and she talks that's of course up with dolphins. I said to her, it's all offering to me, but in *Compline* doing mathematics or Terry thing is I want someone who is a Marine Biologist and she told me that's exactly what'll provide of.

**You recently collaborated with comedian writer Neil Gaiman on *Good Omens*. You both use PCs to do your computer by footnote gags?**

It's a very good question. I'm not sure if it's true or not, but I'm having trouble, but the other... well, I don't know, it's the other.

When we were doing the early drafts we thought we'd be extremely modest and Jerry Paemala about it and I said the staff down the line to each other. Now this is *Real Issues*, and we've both been in a rural telephone area. We both use Procomm, basically the same machine and we both had 640k. We ended up doing it at 300 baud because the machine kept at 1200 was so high. By the time we had signed each other up you see you sure you're on 600. Because all I'm getting is a row of little boxes... we might as well have yelled to each other in Morse code and it would have been faster. Anyway, the post it more or less made you might as well just bring a disk in the post.

**Do you think you're working on a computer when you're supposed to be working on it?**

I do an awful lot of editing, but largely because I'm nervous about looking up. I've got three machines, large IBM's printers. I look up to at three times because I get so nervous about being stuff. I saw that the day after I sent it to the publisher because I had this formatted the hard disk. So they had a final one sent but I don't. And when two months, well, really goes up the anxiety it makes you a little nervous. I'm taking less to pace. You come in there and pound at words every waking moment, so being, your head in back door as well a computer coming in the next, but being in a hobby.

**What did the original idea for *Discworld* come from?**

I dated. Having the biggest idea. No, I think where bits of it come from, that's straight-forward into European mythology. The rest of it, well, evolved. He doesn't actually work on ideas for *Discworld*. I say that to write a *Discworld* book with Death as the main character, then think about how I go about it. But the early ones, though, the stuff got turned up. I think that the *Discworld* in *Guardians of the Galaxy* is a much more interesting place than it was in *Colour of Magic*. I can do more with it later. It's very pretty program.



**I see I meant a smiling face looking over the wall. I want the things to get better?**

from the kind of medieval savagery which at 4th level they takes place in to something which is rapidly approaching the Renaissance. This is what I like, because you can get more gags out of that.

**You use an Atari Portfolio don't you, for testing sales and even writing on the mouse? Do you feel it reliable enough?**

I've got to have been one of the first people to have got one. There are undoubtedly certain bugs at it when I first got it. I took it to the Royal 50 Convention in Toronto, and it was great. I had about a thousand words and a spreadsheet on it and from it hung up. Nothing would work. I kept writing. I even replaced the belts with the ones I got with it, which was insane, were they? but couldn't get it back. That when I got home I took from batteries and it came back. I was under a bloody curse about why? Well I got a Law Battery warning like it says in the Manual. So I rang up the Portfolio Helpdesk. And they say Alan says the Portfolio, isn't there a problem? The steps, so says the Portfolio has trouble with it. So essentially what they were telling me was that if you [batteries] which are the logical choice, I might not get a warning. But you would lose life only with it. I contacted in the end I thought what the hell I made a good idea that for not buying the batteries, or for longer than a month, the worst happened now it that well I got one of the very first ones, and you know what happens to people who get the first ones of my tech-ol!

**They basically buggered the machine for the manufacturers?**

Right, it would appear that what Alan was telling everyone about the batteries, well so. It's some kind of bug you get when certain internal bits get to a special case. I have to say that once we got through that buggered stage it's been fine. I did have problems at Atari's customers, but with them looking at the thing (because they wanted a 50 or a 5, not trying to take it apart to see if it had a load of bloody batteries in it) he been doing right for a 549, 549, and then a view that seemed to put 549 on back. But not at the way, if I dropped it and it broke I'd say whether one for same day. It's that simple. Anything bigger than the Portfolio a system of support.

**What's it like to type on it?**

I can type very fast on it. I did 5000 words in 20 days, which with my average, but it's bloody good for spending a lot of time in complex and at conferences and stuff like that. I was still typing up a really adept.

**If you could write anything other than Starworld stuff, what would you do?**

In the early 80s when Good Dreams, by myself and Neil Gaiman, well be coming out, and that's a departure from Starworld. It is fantasy, I suppose. I don't know there is no way I could be a science reporter, which it is better, because I have a rather good science background, but I have to put it to it, I did then I should like some job who can do it and come to some arrangement.

**What's your favorite type of music?**

It's Steppenwolf or Jimi Hendrix or listening that Jimi Hendrix, quite often. I've got a lot of Jimi Hendrix and that's all. Okay, I mean of late? I got something by traditional things, which was actually a lot of music. The title track was superb, but the rest of the album is pretty crap. But it's okay.



**Something I've played that isn't in book...**

**Starships**

- The Colour of Magic
- The Light Fantastic
- Equal and Opposite
- Ship
- Wraith Kingdom
- Shadows
- Pyramids
- Smuggler's Blues

Strong Pickups and November 80

**How did you...**

Well, there was the Great British leader that 10 years ago he said, 'See, there and that's the end of the line in case of early work, look, the Underhanded. Go to get going and work. I've got my own books. The 'Wyrdsisters' thing, comparing it to the book, but since they are not read and when you printed you're doing where really, because you're doing Good Dreams, well, that's the end of it.

**Do you like computer games?**

I've got to find a game on the IBM which comes closer to a reasonably good game, on the Amstrad CPC 128 we've got. Things like the original Starship, I can't do all and you that for hours. Scuggles on the PC isn't too bad. I suppose I've played that at it looks. On the 549, there's a rather nice other game called 'Space' you get that, would trying to avoid enemy, a small and bomb their controllers. The graphics are about as bad as the graphics is extremely good. I've seen a lot of things and Alan games where the graphics are good, but I'm not certain how good the graphics is. I just want to let them and most ideas, basically. On the Amstrad, there's another one where I got totally addicted. I got through without the rules, but I think I might.

**What would you like computers to do that they don't currently?**

They're not bright enough to anticipate what you want. I don't mind them if they're stupid, what gets up my nose is a variety of intelligence, but being stupid, stupidly understood. The first time I looked at an Apple Macintosh, I switched it on and it lit. I'm sorry that appeared and went to the office of 'Please wait...'. After about 30 seconds of this, I suddenly thought, 'I don't WANT a big smile face telling me to wait. I want the thing to go black and there you are!' I got very annoyed with the difficulties they put in your way. Mind you, the thought of actually going back to a computer, appeals me!



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**"DO ME A FAVOUR...  
PLUG ME INTO A SEGA"**

# ACE FLASHBACK!

**T**ime goes by so fast, doesn't it? This is the final episode of the great ACE Flashback, reviewing the entire decade of computer entertainment.

We've had great fun compiling the ACE Flashback (and inevitably we've had to omit some items due to shortage of space). However, we'd be glad to hear from anyone who's got a favourite nostalgia item that's been missed out, just drop us a line at the ACE after-market ACE Flashback, and we'll see as many of them as we can fit in future issues. The address is: ACE Computer Centre, London, EC2B 5BJ.

Stay for the last statement, catch up on 1986-1989, the next issue is over but the 1986 issue has to get to store!

## 1986

### ARRIVALS AND DEPARTURES

**Launch of the year** in the UK was the long-awaited debut of the Commodore Amiga, shown at the Commodore Computer show in May at its original £2,200 configuration. Hard to recall that this launch would see you face a cool £1,696.95 at the time, and that Commodore was busy denying its potential as a games machine. Meanwhile the real £2,001 was being hoarded at £200 each in value thanks. Commodore had in effect given Alan another year's headstart.

The potential of the games console lies in a new and technically advanced form, rooted in itself with the arrival of the Super Model System in the autumn. Other new machines were simply an above us theme. Commodore added an in-built disk drive to the C128 and called it the C128D and later in the year put the C64 into a new form for easy carrying, in-built floppy, another 250K RAM and a second disk drive to the PCN. The Spectrum became the Spectrum 128 in February and the enhanced Plus 2 version came out in the autumn (and looked Alan produced a multiplicity versions of the ST, the 1040GT being approved the BBC standard at long last, being kept out the Master series).

### CODE MASTERS

**Founded October 1986**

Set up by brothers David and Richard Darling, and their father, Dan, after a year of selling to Mastercraft. Prior to that David and Richard had written the 25 games on Galactic Database while still at school.

Code Masters published on the pile, we have, well, one cheap issue, lots of titles, all of massive buy price. An extraordinary high profile TV campaign in 1988-89 by Peter Cook consultants Lynne Franks put the Darlings on TV and in the national press, making them one of the very few programming celebrities. **First title:** SDR Computer. **Best ever seller:** SDR Computer full format.



The Darlings, made media heroes by their TV appearances.

### EVENTS

Alan Sugar buying out Sir Clive Sinclair was the story of more that turns up a special production in April 1986. It actually happened earlier, was suggested that Sinclair was being bought out following the Maxwell debacle the previous year. That it should be Amstrad, whose chairman Alan Sugar had been used to refer to the Spectrum as a 'moment of glory for', made it the story of the year.

Amstrad spent £5 million on the Sinclair name, its stock and the rights to its technology. Sinclair Research continued to exist, and Sir Clive, free from the encumbrances of debts and warehouses, did not with Spectrum and QLS, went on to form Commodore Computer to develop portable computers. The 266 came out a year later and Amstrad was founded to further research into video scale integration. Amstrad dropped the QLS line a while and took just four months to put together the Plus 2, with its convenient keyboard and single floppy disk.

The Prestel hackers Steve Gold and Robert Swinburn made the news again when their own (and 1986) study came to light and the pair were found guilty all together. The lines totalled £1,700, the costs a further £2,000 (Gold) and Swinburn immediately appealed and the case stretched back into the courts.

The ACE Flashback covers the final stretch of the decade, and reveals the Amiga, the PC200, and the console conversion of Ultimate.



The Amiga Master system is the first machine to stand a chance of ever matching personal sales to the Saturn, thanks to 1986.

## Birth of the Home PC

When an application or the design needed to be long-term was demanded, it was not as simple as just putting it on a single floppy. The computer hardware was so slow because that it took 10-15 minutes to "write" to disk. This was the time taken to physically reposition the magnetic heads over the tracks on the floppy, and then to transfer the information to the tape on the disk.

Because of this, hardware designers had to make sure that the software that they wrote would be able to run on a floppy disk. This was why the software was designed to be able to run on a floppy disk, and why the software was designed to be able to run on a floppy disk.

Another major problem was the fact that the hardware was so slow that it was difficult to do anything more than a simple program. The hardware was so slow that it was difficult to do anything more than a simple program. The hardware was so slow that it was difficult to do anything more than a simple program.

Another major problem was the fact that the hardware was so slow that it was difficult to do anything more than a simple program. The hardware was so slow that it was difficult to do anything more than a simple program.

■ In May (8) Commodore published a list of the latest home computers. It included the Commodore 64, the Commodore 128, and the Commodore 128 Plus. The Commodore 64 was the most popular, and the Commodore 128 Plus was the most expensive.

Obviously, Commodore was not alone in the market. Other companies were also producing home computers. In fact, the Commodore 64 was the most popular, and the Commodore 128 Plus was the most expensive.

## WHERE ARE THEY NOW?

### ULTIMATE SOFTWARE

Since the end of its 10 months of operations, the company has moved to a new location in the city of London. It has a number of employees and is still producing software for the home market.

Leading software designers are still working for the company. They are still producing software for the home market.

### GAMES OF THE YEAR

Games of the Year were awarded to the best games of the year. The games were judged on the basis of their graphics, sound, and playability.

# 1987

## ARRIVALS AND DEPARTURES

The launch of the Amiga 500 and Amiga 1000 in March saw a significant change in the home computer market. The Amiga 500 and Amiga 1000 were designed to be more powerful than the PC, and they were.

The Amiga 500 and Amiga 1000 were designed to be more powerful than the PC, and they were. The Amiga 500 and Amiga 1000 were designed to be more powerful than the PC, and they were.



Top: illustration of Steve Apple, director of marketing at Apple Computer.

If it is the difference between people buying the computer or not, I would like to see it. And if they do, they won't be able to get it for a long time. It's a big deal for me. I don't want to see it for a long time. I don't want to see it for a long time.

Apple Computer has a number of products in the market. They are still producing software for the home market.

A laptop machine which had started life as another one as a desktop.

Amiga's entrance of the PC space was the launch of the Amiga 500, and a range of portable machines on the same day. It was a significant move for the company, and it was.

All these machines were widely expected and with the possible exception of the 1000 had little success. It was left to those of us who were in the game's most profitable market with the first Amiga-based machines.

The Amiga 500 and 1000 machines used Amiga's own Amiga technology, and were something of a revolution in the price. They ran at a frequency of 3.58 MHz, and the 1000 had a screen resolution of 640x480 and the 500 had a screen resolution of 640x480. The 1000 had a screen resolution of 640x480 and the 500 had a screen resolution of 640x480.

The Amiga 500 and 1000 machines used Amiga's own Amiga technology, and were something of a revolution in the price. They ran at a frequency of 3.58 MHz, and the 1000 had a screen resolution of 640x480 and the 500 had a screen resolution of 640x480.

### ELECTRONIC ARTS

Founded 1985 (1985) 20th April 1987

Top: Herb Lubner has taken on the position of director of marketing at Electronic Arts. He has a number of employees and is still producing software for the home market.



Portrait of Herb Lubner, director of marketing at Electronic Arts.

It is a video game, and it is a video game. It is a video game, and it is a video game. It is a video game, and it is a video game.

It is a video game, and it is a video game. It is a video game, and it is a video game. It is a video game, and it is a video game.

## EVENTS

■ It was the first time for the first time in November when Amiga owners were invited by the message something wonderful has happened. It was a significant event for the company, and it was.



companies to start producing PC games software, or migrating from the UK where the PC was outstripping the ST and Amiga put together as a home machine. The UK very slowly began to catch up.

■ In July Steve Gold and Robert Schindler were collectively named as The Festival Backers, with four copies against their intention for forty-six. Although the Festival backers took a 1985 South Telecom decision to appeal against the appeal and the case went to the House of Lords.

The case finally came to an end in 1988 after three years going through the courts when the Law Lords ruled that the appeal which named Gold and Schindler's companies should stand.

## GAMES OF THE YEAR

■ *Journalist Military Simulator* (Team Horizon) ruled the year for all companies, however intelligent, had to appear on-screen as though they were programmed on a ZX81.



1988 - celebrating the Year of the ZX81

■ Nintendo's *Chin* proved that *Contra* (Leap Forward) was still possible on 8-bit machines.

■ *Arbitary* from Hanson was a highly original indie title which well up to the company's usual standard.

■ *Gold of Thrones* established that *Magnate* finally *Pan* was only the beginning.

# 1988

## ARRIVALS AND DEPARTURES

After the flux of previous years, 1988 was a quiet one for new machines. The games market looked solid with the Amiga and ST holding 1 out for the high end market and the Spectrums (Commodore for the CPC being one of them). The only addition question was the unexplained return of the various, particularly the rather puzzling fact that while friends was fleeing its muscles into cloning up in Japan and the UK it was actually available in the UK and real time/turn based games in PC games? Despite the fact that currently in 1993 software houses are busy producing PC versions both retro and under review really seems to know the answer is the last question: there at ACE, we're keen to support PC gamers, but how many there are out there remains a mystery.

In addressing the last question Amstrad stood up for the first time. At the same time as launching a set of PCs designed to give Amstrad its break in the

corporate market it also tackled on a home PC the Sinclair PC386.

## EVENTS

■ The Super-champion and founder of Amstrad and it you believe the Amstrad press making machine at East End became boy made good, although more reliable he would have it that the main drive processor drive system. A break was obtained at University degree by City University, London.

■ After seven years in which the price of chips fell consistently a succession of reasons taken in the USA to protect its own semi-conductor industry opened the flood of low cost chips from Japan led to component prices rising and a worldwide shortage of DRAM (dynamic memory) chips. Heaven hit were the low-cost PC chip manufacturers with their large memory low profit margins. Amstrad was forced to raise prices a couple of times during the year. Alan took the opportunity to put the ST back to £399 (see below). Day Commodore managed to remain afloat from the pricing increase.

■ In June Commodore finally brought the price of Amiga down to £399/95 and sales of the machine took off at long last. For the first time the ST and Amiga were selling on equal terms. The ST had been selling at a steady £299, but on being the price set to £399 Alan got the first of its multi-games launch together with 30 games in the box as well.



There is a lot more to be done in the world of software, as these things? Super-champion probably made Alan Amstrad's reputation as the best thing ever.

I believe people are smart, not dumb. If you can give people better things for the price of nothing, I'm sure they will buy them.

See Amstrad's business in the world? Amstrad's business in the world? Amstrad's business in the world?



We want your money. Alan Amstrad



## PC (OR THEREABOUTS)

Amstrad's decision to compete with other manufacturers in the PC market was a bold move. It was a move that many in the industry were skeptical about. However, Amstrad's PC386 was a well-designed machine that offered good performance for its price. It was a move that paid off in the long run.

Amstrad's PC386 was a well-designed machine that offered good performance for its price. It was a move that paid off in the long run. Amstrad's PC386 was a well-designed machine that offered good performance for its price. It was a move that paid off in the long run.

## GAMES OF THE YEAR

■ *Adventure* from Ocean seemed just like any other New Line game at the time. It was also the first in the series of *Hyper* (by Ocean). The game was a good one for the time.

■ *Magnate's* *Throne* was originally developed on the Spectrums and proved to be one of the most addictive games of all time.

■ *Dungeon Master* took the computerized D&D game several steps further, while EA's *Light Saber* and *Interceptor* combined old 3D graphics with fast moving aerial action.

■ This was the ST and Amiga version of *Arbitary*, the game which had raised everyone at the November launch.

## AMSTRAD IN TROUBLE

Microchannel (marketed as SIMM) in America was the only implementation of a price-499 IBM PC-compatible from which IBM/Compaq users could migrate into another. But that hasn't been a very popular move. The price is more than the price premium that the IBM line has charging public entities for to get on. There is no company doing this in other PC/XT/ATs, so the price advantage has to be expected for the compatibility hardware to come to a market in the future. Anytime you want to see a market in the future, you have to see the price to be as low as possible, not as high as possible. IBM will be in a position to do this in the next few years, but the price premium will be in the order of \$100 to \$150 more than the price of the hardware.

There are a number of other options around a basic setup of an IBM PC or compatible. The most common is to use a 386 or 486 processor. The price of a 386 is around \$100 to \$150 more than the price of the hardware. The price of a 486 is around \$150 to \$200 more than the price of the hardware. The price of a 386 is around \$100 to \$150 more than the price of the hardware. The price of a 486 is around \$150 to \$200 more than the price of the hardware.



Major IBM's (and many to be made) have an advantage. But it's just as well as the major hardware on the American market.

## GAMES OF THE YEAR

Take your own time to read some of the best.

Learn more at the IBM New York City Office, 14 E. 52 St.

It's a great idea to be prepared to respond to inquiries from the public. It's a great idea to be prepared to respond to inquiries from the public.

The IBM's (and many to be made) have an advantage. But it's just as well as the major hardware on the American market.



The Amstrad 486/1000, priced from \$899.

## 1989

## ARRIVALS AND DEPARTURES

As far as Commodore and Atari were concerned, 1989 was the year. Commodore opened its doors in the U.S. with the Atari 486 offer with the Atari 486. Atari opened its doors in the U.S. with the Atari 486 offer with the Atari 486. Commodore and Atari were concerned, 1989 was the year. Commodore opened its doors in the U.S. with the Atari 486 offer with the Atari 486. Atari opened its doors in the U.S. with the Atari 486 offer with the Atari 486.

Suddenly there were alternatives on offer. The one side certainly actually happened. Atari had a big year out of the marketing of its products. Atari had a big year out of the marketing of its products. Atari had a big year out of the marketing of its products. Atari had a big year out of the marketing of its products.

Atari's new Atari 486 offer with the Atari 486. Atari's new Atari 486 offer with the Atari 486. Atari's new Atari 486 offer with the Atari 486. Atari's new Atari 486 offer with the Atari 486. Atari's new Atari 486 offer with the Atari 486.

## EVENTS

The year's greatest event was the Atari 486 offer with the Atari 486. The year's greatest event was the Atari 486 offer with the Atari 486. The year's greatest event was the Atari 486 offer with the Atari 486. The year's greatest event was the Atari 486 offer with the Atari 486.

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Meanwhile, the Atari 486 offer with the Atari 486. Meanwhile, the Atari 486 offer with the Atari 486. Meanwhile, the Atari 486 offer with the Atari 486. Meanwhile, the Atari 486 offer with the Atari 486.

Another Atari 486 offer with the Atari 486. Another Atari 486 offer with the Atari 486. Another Atari 486 offer with the Atari 486. Another Atari 486 offer with the Atari 486.



Another Atari 486 offer with the Atari 486. Another Atari 486 offer with the Atari 486. Another Atari 486 offer with the Atari 486.

opened by Atari Games Technology. Like the Atari 486, it suffered delays before its retail production run of just over 800 units shipped out in December.

Nothing should have been done in 1989's big year. Nothing should have been done in 1989's big year. Nothing should have been done in 1989's big year. Nothing should have been done in 1989's big year.

December's Atari 486 offer with the Atari 486. December's Atari 486 offer with the Atari 486. December's Atari 486 offer with the Atari 486. December's Atari 486 offer with the Atari 486.

## MICROPROCESSORS

Founders (IBM) 1989 (IBM) 1989

Major IBM's (and many to be made) have an advantage. Major IBM's (and many to be made) have an advantage. Major IBM's (and many to be made) have an advantage.

The Atari 486 offer with the Atari 486. The Atari 486 offer with the Atari 486. The Atari 486 offer with the Atari 486. The Atari 486 offer with the Atari 486.

First one: Atari 486. First one: Atari 486. First one: Atari 486.

## GAMES OF THE YEAR

PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace.

PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace.

PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace. PlayStation opened in the marketplace.

# DRAGONS BREATH



**I**nvisibility. Legend has it that the secret is hidden in the Throne Room of the Great Castle atop Dwarf Mountain at the core of the land of Aeria.

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# TOWER OF BABEL

Tower of Babel is a fantastic 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of a vast system and program them to solve problems and puzzles and interact with other creatures such as Puffers, Zappers and Crabs. Absolute real-time control is available to you at any time for instantaneous reactions to the game's developments. For the more adventurous among you, there is a complete 'game designer' allowing the construction of your own series of towers, platforms and lifts. Attempt to fix your friends with your own hand-crafted devices. More than just a game, Tower of Babel is a puzzle - Tower of Babel is a whole new concept in strategy games.

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# TRICKS 'N' TACTICS

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## The Ultimate DUNGEON MASTER Guide

### Part Two

#### ITEMS TO BE FOUND BEHIND THE TURQUOISE DOORS ON LEVEL 7

- Door 1** - Gem of Ages, Scepter of Life Mastery  
**Door 2** - Dragon spit, A pair of Boots of Speed  
**Door 3** - Cloak of Flame, Magic Box  
**Door 4** - Flaming Bolt Staff

#### KEYS

There are many keys that must be found to pass through the levels, the best indicator of which are these:

- All Keys** - These are found on levels 3, 7, 9, 11, 12. These keys open doors without level 7.  
**Water Key** - Found on level 12. Opens a door on level 7.  
**Ruby Key** - Found on level 11. Opens a door on level 7.  
**Winged Key** - Found on level 7. Allows access to Dragon Level (14).

#### CLOTHING

There is a vast amount of clothing to be found on all levels. The characters should be fully dressed in the toughest items as they are found. Most important is the armor which should be worn by your first two characters (that will be the most useful worn items are listed below).

**Armor of Eggs** - Found on level 12. Makes your hero to use

**Armor of Icyte** - Found on levels 10, 11, 4, 12. Icyte is a magic.

**Flamehelm** - +17 to Hit-44. Long Hat, Long Plate, Metal. Auction. Midway. Metal. Auction. Helms - Data. Data. are found. Dungeoned. Be. Dungeoned.

It is advisable not to wear the armor dropped by Chaos Knights as it is cursed.

#### SHIELDS

Shields are numerous and important for protection. They should always possible be carried at all times.

- Buckler**  
**Great Shield**  
**Woodsen Shield** - dropped by skeletons when they die.  
**Large Shield**  
**Shield of Gaze**  
**Shield of Light**

#### EXPERIENCE LEVELS

As you pass through the levels you gain experience in the four disciplines: Wizard, Holy Fighter, and Priest. The level of experience indicators of the following order:

- Magician**  
**Wizard**  
**Apprentice**  
**Journeyman**  
**Confessor**  
**Archpriest**  
**Abbot**  
**Expert**

#### CHARACTERS AVAILABLE AT THE START OF THE GAME

NAME	SKILLS	HP/TA	STR	MANA	ITEMS
ALIF	Apprentice New MAGI	50	57	17	Ring
BOD	New FIGHTER App MAGI	48	70	7	Ring (Stone) 2 Boots Robot's Foot
BODI	New MAGI App MAGI	55	67	28	Robot's Foot
BOBBI	New FIGHTER App MAGI	47	67	28	Robot's Foot
BOBOD	App FIGHTER New MAGI	100	45	0	
BODI	New FIGHTER App FIGHTER	47	58	28	Robot's Foot
BOBOD	App FIGHTER New MAGI	55	67	28	2 Robot's Feet
BOBODI	App FIGHTER New MAGI	40	75	18	Chain of Light Helm Wizard's Cloak
BOBODI	App FIGHTER New MAGI	50	75	18	Chain of Light Helm Wizard's Cloak
BODI	New MAGI New FIGHTER	54	85	18	2 Amulets
BODI	App MAGI New MAGI	60	61	5	
BODI	App MAGI New FIGHTER	48	64	11	Amulet (Secret)
BODI	App MAGI New FIGHTER	75	58	7	
BODI	App MAGI New FIGHTER	48	48	3	Ring
BODI	App FIGHTER New MAGI	65	58	11	Ring
BODI	App FIGHTER New MAGI	54	58	14	3 Boots Staff
BODI	App FIGHTER New MAGI	54	47	18	Staff
BODI	App FIGHTER New MAGI	60	70	7	Wizard's Helm Amulet
BODI	App FIGHTER New MAGI	55	40	0	Amulet
BODI	App FIGHTER New MAGI	55	72	15	Amulet
BODI	App MAGI New MAGI	55	45	58	Wizard
BODI	App MAGI New MAGI	45	47	40	1 Ringing Plate
BODI	App MAGI New MAGI	40	50	50	Embossed Plate
BODI	App FIGHTER New MAGI	60	60	18	Staff

- Wizard  
LD Master  
UM Master  
WP Master  
OF Master  
EE Master  
PM Master  
BM Master  
ABM Master

Alignment  
AL: 000 0400 0070 00 040

#### POWERS

- Health  
Stamina  
Power Gem  
Magical Speed  
Physical Power  
Wizard  
Yodity  
Destiny  
Strength  
Mana

#### SPELLS

- Power  
OO UM OWE PM MON  
Elemental Influence  
To it PHYSICAL DO  
Fears  
NEWER RATH R DOO-GOR

The character creating these powers must have an empty back to hand.

## SPELLS

10L	Magical Torch
10L 10	Magical shield (Shield)
20	Open Some Doors
300 100	Poison Spell
300 100	Cloud of Poison
300 100	Anti-Ooze Spell (All non-magical being)
70 300 100	Magical Floodgates
100 100 10	Lightning Bolt
10L 10	Fireball
10L 100 100	Firewalk
300 10	Major Vision
300 10 100	Invisibility
300 10	Credit Light
300 10 100	Combo Darkness
20 300 10	Combo Fire (No fire-power gem)

## MONSTERS OF THE DUNGEON

There are many different creatures to meet in your journey. It is not always necessary to fight them all, many can be run around (and into traps) and that is OK if you can away from.

**AI Creatures** are unique in that they all have their own special levels and respond to you differently. Some can be driven away when others are confronting in their pursuit and finally, the following is a complete list of creatures plus information to help you understand them.

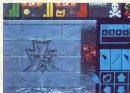
**Mummies** The first monsters to be encountered. Easy to kill on all levels. Light orange weapons to be found on levels 2, 3 & 4.

**Sarcophagi** Easy to kill. Light blue magic light weapons. Due to its small damage they do to you and low fire power, these creatures are ideal for practice of combat skills. On the way towards the end of level 4 experiments there are ideal places to practice. They can also be stolen. First found on level 2.

**Blue Golem** These creatures use wooden clubs and can cause serious damage to you. Only easy to kill on the lowest level. They are found in the pursuit of you. First found on level 3.

**Pink Monks** Hard to kill and poison you when they strike. Very slow moving and slow attack for a good reason. Also can be killed. You can drop them into pits (and in the Room of the Gods). First found on level 3.

**Giants** Fully built in their pursuit and can pass through closed doors. Use blunt, sharp OES (O) or sword blades. Found first



on level 4.

**Pink Monks** Fearless creatures that will do considerable damage and poison you. I favour fireballs, range weapons and fire attacks. Some poison curses hardly found only on level 4.

**Dark Wings** These are amongst the fastest creatures you will meet. Good tactics with speed attacks. Quite easy to kill, try to get off a few before they reach you. If forced to fight head to head, four poison vases, fairly found first on level 4.

**Green tentacle monsters**

These strange looking creatures are fairly easy to kill and slow in their pursuit. They drop large quantities of poison at you. Probably, and range weapons are advised. Found first on level 5.

**Flying snakes** Quick moving and fast these creatures inflict serious damage and poison you fairly fast. Use to hit light and fireball. Found first on level 5.

**Plain** Most annoying monsters. They do no damage but steal whatever you have in your left hand. A fireball or if you are quick enough, a yell (but should do very little then). They attack you before they steal from you. Well of interest, if you are clever and use creatures attack you you immediately realize not to with go on.

**Great Kite** Quite resilient these beasts. They often attack in pairs doing considerable damage. If hit attacks are advised. Use range weapons, fireballs and light ray bolts. First found on level 5.

**Redheads** Large tentacled beasts that float above the ground. Be careful of in/Out attacks in this line. They own some abilities. Light ray range weapons and magic. Light found in level 5 that they are the only creatures able to open doors and gates.

**Mini Monks** Very few of these will be encountered, although slow they take a lot of hits and deliver a fire blow with

two tails. Fireball, and light attacks may thin them. Found first on level 5.

**Small Spawners** Not many to be found. They throw powerful magic at you but are quite easy to kill with magic and lightning. Reward when attacked they often transport a short distance, you have to year side and hit you before you realize. Good Policy: A trap transport item on the spot quickly to look for them. Found first on level 5.

**Golden Spawners** Very resilient beings, requiring a lot of fireballs and in/Out attacks. Beware of the room on the left, they move fast. Specify when it appears. Found first on level 20.

**Incidental 100%** A non-magical creature that flies in and out of an or white and a final can be used but should drop OES (O) and sword blades are preferred. They throw powerful magic at you. Found first on level 12.

**Dark Spawners** Although they do not do a lot of damage, they do the job. The interesting weapon is quite effective. Found first on level 12.

**Green Knights** Another hard one to kill. Often attack in pairs doing a lot of damage to you. Fireballs are favoured along with dropping down jobs when available. Don't enter the arena if it is supported by a sword. Found first on level 12.

**Water Demons** Creatures of water that follow you, mump up and drop damage but a cube spell from wind and it with the sword blades OES (O) damage and drop a few with blows on the side if fire will cause them to retreat making attack easy. Note they can jump through closed doors to being underneath. Found first on level 15.

**Fire Elementals** Non-magical non-moving creatures OES (O) hit and drop sword blades. Some opponents after a short while. Found first on level 17.

**Stone Golem** Only 5 of these exist. All on level 11 guarding the Room of the Firefall. Very hard to destroy taking many fireballs, a good use of. They drop a stone club which is a nice bonus to lot of use on.

**Devils** Found only on level 13 guarding Lord Ghast. They throw powerful fireballs and tend to land a combat if not advised. Cold fireballs if fire from a distance.

**Dragon** Average in its speed but awarded in its attack. Only the fireball is required to kill you. Ghast first round the pillar on level 14 attacking his war with many hits and much magic.

**Lord Ghast** The most powerful of conventional attacks on a dragon. You must hit motion him in a flux cage and beat him with the fireball. Many attempts may be required to kill him as he has the habit of transporting away through powerful magic.

**Water-Geyser Lord** If you advance the fireball and attempt to lower the dangerous you will meet this person. Use what he does but be advised you won't kill it.

**SOME COMBAT TIPS TO HELP YOU GET THROUGH LIFE**

In most cases, head to head combat is not advised. (practice in the in/Out attacks on most creatures allow you to gain the first blow).

Trapping creatures under gates is very effective because it damages them along with your fighting.

Magic: Fireball blows and the Eye of Time should be set to good use. Sometimes to escape the better world after a creature is under a gate. This is a very effective against the more resilient beasts (though weapons rather than stone pillars etc).

Chopping creatures down just is effective but doesn't always kill them and they may slip into a transporter mechanism of a most inconvenient time and bad place. Try to weaken them first before dropping.

Always have W options on hand for instant curing along with W (W) and P and potions when fighting continuous battle.

Beats of retreating into closed areas. Don't moving into a pit may be more acceptable than fighting continuously until it gives you time to recuperate.

Repeat: always it advised especially after a big fight in saving a highly positive to save you from in ends too much. 4 you can.

Oh that's all for this month in the past maintained we have a guide to the first eight levels of the game.

## NOT SO CHAOTIC CHAOS!

Would you believe it? There are tales you that Chaos strikes back to the heavens. Why since the Star of Isis can't be already found from the people who have captured it? One of them is the Archbishop of London who has captured a map of the final bits of Isis in order to get his plans.

### KEY

- T = Transport/Teleport
- B = Button
- S = Sign
- P = Ped
- F = Fountain



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The Secret of the Sphinx  
Ages 10-12



The Secret of the Sphinx  
Ages 10-12

## A TNT Survival Guide

We recently received a plea for help from **Guard Dog of Labrador**. He asks for links and advice, so I've added a "Survival" section to my personal homepage that I find difficult to follow some times. Some of us have only just arrived on the scene and the maze of phrases such as **Power Style**, **bits**, etc. often very little at first, and it's hard wading at all. So here's a section for beginners with some of the more common phrases and practices being listed and explained.

This is a site I highly regard so I thought that it was about time that TNT gave a bit of a helping hand to those readers who are struggling with the page. It's difficult to understand if you are a more experienced reader from other pages with us, and sometimes that means too to start something.

### A PEO OF A POKE

The word **POKE** originated as an insult on in the **BASIC** computer language. It was the only way to force a good **BASIC** habit of

directly altering the contents of the computer's internal memory. Most home computer games act as a **machine code program** even if they are in graphic format as a **high-level language** like **C** or **BASIC**. This makes it difficult for the **hacker** to contribute or adjust the program code. The normal way to do this is by using the aforementioned **POKE** instruction to directly change parts of the program that perform specific functions, such as entering a life when you shoot your enemy (later on).

As an example, in a game written in **IBM machine code** for the Spectrum or Amstrad CPC for instance, there might be some instructions such as:

```
LD A,(LIFE)
DEC A
```

LD (LIFE),A

Your instructions are placed in the computer's memory as follows:

34 00 80  
30

32 00 80

Each one of these represents a **hexadecimal number** in base 16. It's known as a **byte**. Each **byte** has a number known as an **address** associated with it which indicates its location in the computer's memory. The **POKE** instruction directly alters the **byte** at one of these addresses.

Now, think about the exact meaning of the lines of code above, so that it is clear that each time the computer comes to these instructions another life is added. A new version of the program is added here as you're returned as usual. Now to explain the **DEC A** instruction with a **POKE** instruction. This makes the computer do nothing at all within four computer cycles. Assuming that the **byte** representing the **variable** means an **address** 32776, the instruction to update it with the code by **POKE** looks to be **POKE 32776-4**.

There are two basic ways of using a **POKE**. The first and easiest is to use a device like **Romantic Robert's Multitool**

This is a hardware device that plugs into your computer's expansion port and allows you to pause the program that is running and directly alter sections of the program. Because of the ease with which this is done, I recommend that beginners who can afford to do so buy one of these.

If you do not have a device of the nature you need, find the program only in such a way that the game does not automatically finish, make the necessary alterations and finally start the game running manually. The methods of doing this vary from machine to machine. Over the next couple of months I will be showing you techniques for some of the popular machines as well as providing some more details into on the contents of these pages.

I hope this has, enlighten Stuart and offers a little. One thing Stuart does say in his letter is please state not to be too hard on the only changes, the more "well" point later, but I've mentioned that you buy something like **The Penguin Dictionary of Computers** which provides reasonably comprehensive definitions of the terms used here and in other publications (HOW TO GET STARTED).

**H**ello, and if you're looking for a fun way to spend your evening, Super Hero is a game system between both Windows and Linux.

### POKE HOLDERS

To the left and right, look to the right of the screen when scrolling up. When you reach the final spike quickly run to the left and up to you and to the left of a. Now for consistency at its place, but watch out as it fires two red spikes every 4-5 seconds. When it finishes, you must run back down. On **Level 1**, the second to last boss up to really do stay at the bottom of the screen. When he goes to the top turn down, this then repeat this. Use **4** to jump. I think this game has the most entertaining and diverse of all time. It just says: **CONGRATULATIONS**.



### CONGRATULATIONS

Get 25000 or more on any level, or do half way in the console. I just did level 10. It's a bit of a hard level. I think Super is better 2 for its



handhelds. But don't you know the better the higher you score.

4) Between handboards, push down if going up and so if going down. In the hooding event variety at the best way to gain points, so do differ and moved, not the same move all the time.

At last in the surfing event that's push both buttons. Use down, the board down. Push for the right to go down, so the left the wave is just over the board and then let go of the buttons. Keep turning the board up and down to gain speed in order to get out of the wave. Now do five or six right spikes, 90° and then in more right spikes, 90°. Then turn the board through 90° about 400 or more times using buttons 2 and 1. I know this sounds like a lot to do, but with practice it can be done. If you do what I suggested you can score 9-10 and be a huge hell and win.

Whenever there is an obstacle in the way in the skating event, jump it down really? But if an obstacle is in the way, do not jump down.

opposite end, look to the right of the screen when scrolling up. When you reach the final spike quickly run to the left and up to you and to the left of a. Now for consistency at its place, but watch out as it fires two red spikes every 4-5 seconds. When it finishes, you must run back down. On **Level 1**, the second to last boss up to really do stay at the bottom of the screen. When he goes to the top turn down, this then repeat this. Use **4** to jump. I think this game has the most entertaining and diverse of all time. It just says: **CONGRATULATIONS**.



In the **IBM event** always catch the ball on the ground. Do bank left on the left jump button 1 and right. On the jump, use buttons two button 1, and left. Use the 4 a game for what to do and when jumps. At the end press button 1 and left.

In the **rocket event** always catch the ball on the overhead. Use down, you get more points. Use a ball. Do so by pushing down when the ball is half way up the screen and quickly use console key.



**CONSOLE**

CORNER



# MEET THE MAESTROS

Now's your chance to confront the teams that code and publish the games you play...an person. Check out the ACE Conference program for Spring 1990.

The ACE Conferences offer you the chance to join a small select band of ACE maestros who will be able to avoid the influence of the megacorp as publisher of the game. It's all part of the ACE DINO Campaign. I manage communication both within the games industry and between publishers and the world of dogs.

Here's how it works. Each month we'll be bringing you a British software house (or a group of ACE creators) to meet them mean the people who produce the games, ask questions, and make their own decisions. Software houses are always keen to hear from game players. This is your chance to make a name for one of the best. They take time.

#### WHAT HAPPENS

Once your name is selected for a particular conference (see what you have to do below), you'll be informed of the exact date and venue. You'll need to get there under your own steam to be able to apply for conferences that aren't too far away from where you live. Don't worry if the current conference I send you isn't in your area. There'll be more in the near future and we'll be covering the whole country (including Scotland, Wales and Cornwall).

Conferences normally start at 12:00 noon and carry on to around 4:00. You get a buffet lunch and refreshments and when you leave you'll also finish at 6:00 at ACE. Talk into your grabby hands. The software house may well have some goodies to hand out as well.

Prizes for the best goodies will come from being able to talk directly to the software industry executives. There'll be ready to answer any questions you may have.



Based on the article 'Game 101' in the magazine 'The Game' by the author 'Game 101'.

and to attend that dinner (approximately 1 year) get stopped. Obviously, some time is to be stopped off for no good reason, but if you have continued on and stopped on along the way, you can be sure that they'll be just as well as you're a member of the group.

And of course, you'll also have the chance to meet members of the ACE Team who will be just as keen to hear what you have to say as the software boys.

#### ON THE PROGRAMME

Here's a brief conference that you can apply for the month. They are usually in the UK area - and maybe we'll be having something.

#### CONFERENCES

There's a list of dates to go to. There's also been some of the games. There's a list of the ACE Computer People in the magazine. There's a list of the ACE Computer People in the magazine.

#### MEMBERS

There's a list of dates to go to. There's also been some of the games. There's a list of the ACE Computer People in the magazine. There's a list of the ACE Computer People in the magazine.

#### ELECTRONIC ARTS

There's a list of dates to go to. There's also been some of the games. There's a list of the ACE Computer People in the magazine. There's a list of the ACE Computer People in the magazine.



Based on the article 'Game 101' in the magazine 'The Game' by the author 'Game 101'.

## WHAT YOU HAVE TO DO

Each month we'll let you know about forthcoming conferences. Contact the Maestros. If you think you might be interested in attending one of them, let us know. You'll need to get your name and address clearly written. Together with a daytime telephone number. If all of these are OK, you will need to fill in a short questionnaire you would be interested in attending (see above) and send it to us. We'll send to you for 60 days or so. We'll see how we can ensure a good spread of our guests at each conference.

There's a list of dates to go to. There's also been some of the games. There's a list of the ACE Computer People in the magazine. There's a list of the ACE Computer People in the magazine.

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\*reference in text. See page 96

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# ACE NEW WORLDS

PAT WINSTANLEY CHECKS OUT THE LATEST FANTASY SOFTWARE

## DRAGONS OF FLAME

**F**orget what I told a couple of friends ago about the lack of play value being listed as an in the *Dragon* in the Heroes of the Lance. Having finally managed to get my hands on a copy, I've been fascinated about what was a more letter than I've read in the past few days. The game is hard.

You begin by exploring the eight corners of the Lance. Using the help of Garamon the cleric, Saurin the thurifer, Ingrid, Seward the paladin, Prit for dwarf and Gasshoff the mage, the experienced leader. As you travel you will also meet up with several non-player characters, who may give your party and offer information and helpful skills.

As you attempt to fulfill your quest, you may suffer various a variety of useful skills. Acquiring an item increases your experience points, and your skills can often be used to



The graphics presentation of *DRAGONS OF FLAME* will leave you wondering how the hell an area like this can look things are getting better. **STEVE**

### CHAOTIC HINTS & TITBITS

Any Dungeon Master/DM out there with an ST who haven't yet bought *Chaos Shrine Book*— shame on you. For those who have but are stuck a few tips.

Counting the start on level 0 there are five levels below and at least 4 above.

Level 0 is the floor main areas each of which has at least one exit through a solid wall which leads back to the main junction.

US GOLD continue the well received series of adventure games based around TSR's *Dungeons and Dragons* books with the sequel to *Heroes of the Lance*.

weapons and armor. Apart from extra weapons and armor, rings and potions can be found to enhance a character's abilities or perhaps heal a nasty wound. Since Garamon's door of healing spells doesn't last long, you'd be well advised to find some potent first.

While weapons may be used in different ways and have different ranges, this is not always particularly useful. Obviously, knowing your distance from monsters is desirable, but doing so in practice is a well nigh impossible. As combat is geared the display changes from overhead to side on and any sense of direction you might have had has been lost. This results in the loss of a monster's top corner if you face left or right, but when they appear both in front of and behind you without warning could be better.

Count the screens when you fail to judge the length of steps.

Drop down a ladder, get to Garamon, you'll find yourself apparently trapped between four walls— a reply says backwards, and look out for spiders!

At the Parling of the Wagon, leaving the relevant boards in the squares will you change your mind.

There are no useful lot of loss-walk! Anyone found a use for the 'buy of R' yet? — I've a chest full of the things.

Hope you're having as much fun as me — cancel everything for a month!

#### Start playing

As for the monsters, or the undead that they appear very similar to each other but it does up from a wealth of differences. Dragons are come in two forms: *Black* and *White*. Of the two the unarmoured *Black* are the most dangerous as they employ what kind of using anyone too close. Other monsters include giant snakes, goblins, trolls and ogres. Each monster type is best fought by a specific strategy. Thus we begin to fight to the death — unless you find them in which case they run away.

With all this going on it's easy to lose sight of your objective: your quest is to free the slaves of the *Barons* and recover the lost *Wings*. As I can't see too many players getting that far unless they have the presence of a saint. Although most of an entire adventure than a single MPQ file (*Dungeons and Dragons*) has a file is responsible. Whether you'll get out long enough to make saving worthwhile is another matter.

As an avid fan of the *Dungeons and Dragons* books, *Heroes* and this follow up are something of a disappointment to me, as both may be more an *action* rigger than strategy. However those of you with better reactions and more practice at these type games will probably find *Dragons of Flame* a good mix of exploration and combat.

**LEARNING** ... **9.0**  
Although well drawn and detailed, navigation in the *Dragon* is made as intentionally confusing.

**ENTERTAINMENT** ... **8.0**  
There's a lot to like in *Dragons of Flame*, but you may not like what you find. It's a classic in style.

**CHALLENGE** ... **8.0**  
I have a lot more challenge in my game than you do. It's a classic in style. It's a classic in style.

**REPUTATION** ... **8.0**  
I have a lot more challenge in my game than you do. It's a classic in style. It's a classic in style.

### ACE RATING 7.20

The *Dragons* are simply too good to allow. The player needs to be challenged. It may be too long, but the fact is a game it will be for you. **DRAGONS OF FLAME**



**W**ay back in issue 25 Steve Coore climbed out a preview copy of EA's *Hound of Shadow*. Now that the 1½-inch floppy is here, how does it measure up? *Hound of Shadow* is presented in an RPG that adheres with full advent' graphics in some real locations. The system allows you to create a dark, low character with which to tackle the adventure. Your character can be saved at the end of the game for use in future projects together with all the experience he or she has acquired while solving the riddle.

Character creation is quite separate from the game itself but has a profound influence on the way the plot unfolds and the difficulties you will face. You may choose from a variety of pre-defined characters which come with the game, including an American-style cop-turned-Freud



# HOUND OF SHADOW

Eye, a lunatic with a passion for Freud, and a doctor's daughter making a long-term writing noose.

If you don't derive any of these, you can hire the services of your own character who may have a profession such as policeman, adventurer, or psychic investigator. You then define your skills, which include (oh) tagging, encyclopedia searching, anthropology, photography, and solving. In some but a few. These skills will determine the way you play the game as either a skilled or unskilled depending upon your skill range and strength.

Set in and around London in the 1920s, the plot unfolds around a mysterious and terrifying force which you first encounter at a source. Although you are certain that the means are in a fair to apparently innocuous possession during the proceedings, real sets a string of events which are of your fellow persons but do bear the mark of the feared. Your companion recognizes the voice used by the resident in that of a woman encountered in eerily-mysterious circumstances in previous.

Together you set out to find more local ground at the Reading Rooms of the British Museum which is becoming more aware of time comes that you are both in deadly danger. In early games are few to see (aged and young) visitors around making different people at certain times to gain information is fed the wrong part of the game rather leads you by the nose as you follow instructions given in the text. Only when you have collected all the information you need are you free to explore further about in a more traditional way.

One aid in exploring is the existence of mysterious magical pages which are scattered around the playing area and act as a sort of

Electronic Arts have finally released the definitive version of this RPG-influenced horror epic. The idea of a black magic, HP Lovecraft scenario set in the 1920's sounds like a sure fire hit...but is it?



→ **Michael Barnes**, who produced *HOP* for Electronic Arts, now (Chris White) and Michael Edwards examine more out of the Tandyline system than most!

one, instead of laboriously typing a line from East Angles to London you simply enter a pin code which the correct address will work. The game also simply draws on the ground and although you can't leave the area, moving items can be moved easily by introducing a pin's address.

The Tandyline system itself has a few problems. In order to monitor the flow of the plot you occasionally find yourself in a kind of loop which will not let you exit until you make the required action. Apart from being very frustrating this also gets in the atmosphere of the game. There also appears to be something of a random element involved. Being one of the pre-defined characters whose skills include photography I began a game from scratch twice. In one session I discovered a corpse in my room and wondered what I might have done (I was told by... so I cannot).

Interaction of the game with the plot flow can cause frustration too. A command such as SPEAK (SOP) will be accepted early in the game to put you under a useful looking. Later (presumably after all required actions have been performed) there is the same command except a plural: I DON'T POSSIBLE. Initially the very word (I) command produces an entire range of responses when used with identical descriptions and circumstances. Having spent a good deal of time working with the game I find that many improvements and refinements are required before Tandyline is used for other plots. In the end frustration with the system outweighed my desire to solve the plot and you may find that you do look forward to future releases on the system.

## TECHNICAL DATA

WRITTEN BY	DAVID	JOHN
ARTIST	DAVID	JOHN
DEVELOPER	DAVID	JOHN
TESTING	DAVID	JOHN

**LANGUAGE** **ENGLISH**  
 While *Hound of Shadow* is available in English, the game can be played in other languages. The English version is the only one available.

**INSTALLATION**  
 The game requires a floppy disk drive. The game is installed on the hard drive. The game is installed on the hard drive.

**OPERATING SYSTEM**  
 The game is designed to run on the Tandyline system. The game is designed to run on the Tandyline system.

**SYSTEM REQUIREMENTS**  
 The game requires a floppy disk drive. The game is installed on the hard drive. The game is installed on the hard drive.

## ACE RATING

3.0/5.0

As a first attempt with the Tandyline system *Hound of Shadow* is a decent effort. The game is not a game for beginners but would represent an enjoyable challenge for patient intermediate adventures.



# A POWERFUL PACK OF FOUR



# LIGHT



# FORCE

## TV+

They called him the "Iron Horse" because of his incredible strength and speed. He was the "Untouchable" who could do anything.

And who are we to say off this **THE UNTOUCHABLES** DVD? It's a classic action movie with a star who's as tough as iron. An amazing performance that's a must-see for anyone who loves a good action movie. It's a classic that's been made into a movie. It's a classic that's been made into a movie. It's a classic that's been made into a movie.

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## WOMEN

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## THE CHALLENGE

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could be. The real game challenge went to be fast if it could be the fully where you can stroll around and enjoy the graphical wonders on display without ever leaving a jo.

As the began to change in March '83 (Sega launched *Jeopie* it was the first of the genre but at those graphics games, its graphics 3D step into the world's full arena space that flying over a city globe — through forests and over walls, blinding the Abbot, that came forward into its gameplay was pretty and not to be lost a look fantastic. The games that were to follow had to look good too, and it was at this period that graphics paper to take precedence over the design of the game itself. There were one or two exceptions like — *Tamara* and *Cyber* but generally the milestone had become the price the better. Williams' *Miss Patis* was a surprise hit with its superb laser landscapes and parallel scrolling — a joy for the first time the aesthetic effect of the free-panning moving field that the label in the distance in the most buggy realized using the planet surface. That has become so much a part of modern gameplay that it is now a trademarked graphics hardware feature on modern 3D consoles.

Matrix effects — later to be used to such great effect in games like *Antares* — first surfaced in video games in April '83 in what was the first of the modern style vertical shoot 'em up. The landscape featured crates with changing changing terrain of forest, desert and sea with metal control panel structures for you to climb. Power-ups were to be gathered on the way with a giant boss-boss to deal with at the end of each level.

Literally hundreds of games on a variety of systems have copied the look & design of *Antares* — but we can't see *Antares* itself was, no more than a collector at the time that had gone before. It was not in fact a particularly good execution of the look at above but up quite play features. That would come later in 1984 and 1985 in games like *Terra Cresta* and *Jet-Flight*.

#### LOOKING TO REAL

By late '83 looking was beginning to effect the shoot 'em up in a big way — both in terms and at the end of the decade of that year *Area* topped the list, a video product challenge in which the player had to control the Death Star by flying down a tunnel and clearing the lane inside.

This was also the first use of speech synthesis in a game (that the Force be with that!) Everyone thought that it was the beginning of a boom in talking games. The reality is that the computers were not powerful enough to incorporate speech in any extent — but there's still largely live relay through games like *Star Alliance* ('84) which still makes effective use of that speech samples.

Antares (left) was the first game with 3D graphics. The status of Antares (right) was the first game with 3D graphics and Williams' (right) was the first game with 3D graphics.



## GUNS HOT

1984 was the first major year for the genre which has become so popular. It marks the year when *Jeopie* (1984) and *Antares* (1984) were released. Both were shot 'em ups. *Jeopie* was the first to have a 3D view of the world in motion and it was the first to have a 3D view of the world in motion. *Antares* was the first to have a 3D view of the world in motion. *Jeopie* (1984) was the first to have a 3D view of the world in motion. *Antares* (1984) was the first to have a 3D view of the world in motion.

The combination of the two was a perfect storm. *Jeopie* was the first to have a 3D view of the world in motion. *Antares* was the first to have a 3D view of the world in motion. *Jeopie* (1984) was the first to have a 3D view of the world in motion. *Antares* (1984) was the first to have a 3D view of the world in motion.

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Jeopie (left) was the first to have a 3D view of the world in motion. Antares (right) was the first to have a 3D view of the world in motion. Jeopie (1984) was the first to have a 3D view of the world in motion. Antares (1984) was the first to have a 3D view of the world in motion.

1. *Jeopie* (1984) was the first to have a 3D view of the world in motion. *Antares* (1984) was the first to have a 3D view of the world in motion.
2. *Antares* (1984) was the first to have a 3D view of the world in motion. *Jeopie* (1984) was the first to have a 3D view of the world in motion.



Antares (left) was the first to have a 3D view of the world in motion. Antares (right) was the first to have a 3D view of the world in motion. Antares (1984) was the first to have a 3D view of the world in motion. Antares (1984) was the first to have a 3D view of the world in motion.

## EARLY ALIEN SHOTS

The first of the genre was *Area* (1983) which was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion.

## POOR PEOPLE

By the mid 1980s the home computer was doing very well in the shoot 'em up market. And it was not just in the home computer market but also in the arcade market. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion.

High scores in the market of '84 and '85 were the most notable. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion.

## BATTLESHIP

The end of the year was becoming increasingly sophisticated. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion. *Area* (1983) was the first to have a 3D view of the world in motion.

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# IN THE PINK

**THE ACE STOCKMARKET** ..... 100  
Which games are currently hitting the highspots? Find out in Britain's only games chart that tells you which titles are getting the **best reviews**, not just which titles the borrow boys are lurching onto the shelves.

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Graphical representation of today's top performers, drawn from the ACE Stockmarket figures for this month is your favourite software houses going up the spout — or down the tubes?

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version of self that are on the way out. You'll find it a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**NEBULUS**  
 Available on CD-ROM  
 \$24.95 (4-11-92) \$24.95 (4-11-92)

work steps in the form of eight lessons, with the help of a computer. It's not just a game, it's a highly original game that takes a lot of time to play. You can use an electronic pen and tablet to draw and sketch. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**SENTINEL**  
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 \$24.95 (4-11-92) \$24.95 (4-11-92)  
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I have had compelling strategy game played over the computer but few of them demand this type of thought. I can't really say how to do it, but I can't really say how to do it. I can't really say how to do it, but I can't really say how to do it. I can't really say how to do it, but I can't really say how to do it.

**SMALL BUSINESS**  
 Available on CD-ROM  
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Business plan that completely outlines the operations, plans for expansion. Appropriate for business school use or for planning for a business owner. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**SPICE**  
 Available on CD-ROM  
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The winning combination of strategy, simulation, and action. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**TETRIS**  
 Available on CD-ROM  
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 \$24.95 (4-11-92) \$24.95 (4-11-92)

A fascinating, geometric strategy game that's a lot of fun. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**THINK!**  
 Available on CD-ROM  
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Originally designed by a leading expert, but has been revised for a broader audience. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**XOR**  
 Available on CD-ROM  
 \$24.95 (4-11-92) \$24.95 (4-11-92)

strategy and action, and collecting cards through 25 levels. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

# SPECIALS

Original works that are simply unclassifiable features in this age.

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Excellent control, tight interface that is a lot of fun. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**BARB BIRD**  
 Available on CD-ROM  
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The second game from the fantastic programmer. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**ELITE**  
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Set the best space trading game. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

bring your own to the game. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

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**INCREDIBLE SHRINKING SPHERE**  
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A classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

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It's a classic space exploration game. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

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Exciting and intense. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**ACE CLASSIC**  
 Available on CD-ROM  
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It's a classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**SPINDOZZY**  
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A classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**STARGLIEN II**  
 Available on CD-ROM  
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One of the best examples of a game using action graphics to create a real challenge. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**STAR TREK V**  
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It's a classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**TETRA CITY**  
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It's a classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**TOTAL ECLIPSE**  
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It's a classic space world where you can do things you couldn't do in 1991. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

**WIZBALL**  
 Available on CD-ROM  
 \$24.95 (4-11-92) \$24.95 (4-11-92)

Exciting and intense. It's a real challenge of authority. I thought the following planning and budgeting tips for 1992 would help you get your act in gear. By 1992, you'll be able to do things you couldn't do in 1991. So, you'll be able to do things you couldn't do in 1991.

## RPG

Role-playing games have exerted an enormous influence on modern game-style. They combine the atmosphere of text adventures with the action of arcade games and the brain exercise of strategy — but their graphical presentation tends to be weaker than other game genres. Genieplay centres around developing characters by mixing their experience and skill levels in conflict with other, computer-controlled natives. All that — and a quest too —

### THE BARD'S TALE II

1989, Amiga 256  
£14.99, Amiga 256 16bit

The highly successful predecessor to Bard's Tale II is to be the advantage of being able to enter the arena. The character creation features help you to create more than 100 different characters, with your own 30-day and weekly experience tables. A lot of course, your speciality will be your own, but the character and equipment to use will be

### THE BARD'S TALE III

1991, Amiga 256  
£14.99

The third Bard's Tale game offers a number of alternatives and to allow players to choose the path they wish to take. The graphics are better and better. There are no longer combat but the actual game control is sound. In the distance between you and your opponents. It's the game's large and open world which makes for more

### BATTLETOON

1990, Amiga 256  
£14.99

Remember your first experience of the cartoon? Well, now you can relive it in this game.

### THE BARD'S TALE II

1989, Amiga 256  
£14.99, Amiga 256 16bit

One of the most successful of all RPGs, Bard's Tale II is a classic of the genre. It's a game of strategy and action, with a lot of

### GENIEPLAY

1989, Amiga 256  
£14.99

Developed by Genieplay, this is a game of strategy and action, with a lot of

### POOL OF RADIANCE

1990, Amiga 256  
£14.99

Pool of Radiance is a classic of the genre. It's a game of strategy and action, with a lot of

### ULTIMA V

1991, Amiga 256  
£14.99

Ultima V is a classic of the genre. It's a game of strategy and action, with a lot of

experience. Bard's Tale II is a classic of the genre. It's a game of strategy and action, with a lot of

game play, with a lot of experience. Bard's Tale II is a classic of the genre. It's a game of strategy and action, with a lot of

### WASTELAND

1990, Amiga 256  
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Charge around and find out what's in the wasteland. It's a game of strategy and action, with a lot of

in a way that's a lot of experience. Bard's Tale II is a classic of the genre. It's a game of strategy and action, with a lot of

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Fed up with mindless blasting? Want a game that offers you an opponent who's worthy of your skills? Then this is your section...

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### COLLOSSUS

1990, Amiga 256  
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### COLLOSSUS

1990, Amiga 256  
£14.99

### COLLOSSUS

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try it, you'll find it's a game of strategy and action, with a lot of

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1990, Amiga 256  
£14.99

### COLLOSSUS

1990, Amiga 256  
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### COLLOSSUS

1990, Amiga 256  
£14.99

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Fancy yourself as a master of grand strategy, marshalling hordes of troops and sending them off to do battle on your behalf? Look no further than the ACE war games section...

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£14.99

### ARMEN

1990, Amiga 256  
£14.99

### ARMEN

1990, Amiga 256  
£14.99

### ARMEN

1990, Amiga 256  
£14.99

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1990, Amiga 256  
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### CONFLICT

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# FLIGHT SIMULATIONS

How about flying the latest US Stealth Fighter on a mission over Siberia? Or perhaps a quick flight over Hawaii would be more relaxing? Computer flight simulations can handle any flight of fancy.

## BATTLE-NAWEE 1942

1-on-1 multiplayer mode  
 ● \$7.95 (PC) ● Single  
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A NEW SERIAL AIR COMBAT SIMULATION COINING THE FOUR MOST IMPORTANT BATTLE OF THE 1942 PACIFIC WAR FOR CRUCIAL HISTORICAL ACTION ON THE ONE AND ONLY EVERYTHING IN THE NAME OF BANG. THERE IS BOMBING, DRILLING AND THE PROBABLY MOST ADVANCED AI.

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From Omaha beach to a dog fight in the sky — and a carrier battle! The game puts you through just right between combat in a simulated and real time being done right in a simulated.

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## CRUCK YEASER'S ADVANCED FLIGHT TRAINER

Custom, etc ● PC  
 \$19.95 ● PC: 234 760  
 ● \$19.95 ● PC: 234 760

It's a mistake if a small game is usually played in the Super Double. It's a mistake if you're different from your standard of play and there's so much in the potential. I will take many of my mistakes for my mistakes and master of the complex.

● ACE RATED  
 912

## F-16 COMBAT PILOT

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 \$24.95 ● PC: 234 760

The best in the game from the developer, and you can find that out for yourself when playing it. It's one of the most realistic flight simulators for the PC. It's a game that's been in the air for a long time. It's a game that's been in the air for a long time. It's a game that's been in the air for a long time.

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# RACING SIMULATIONS

In PC you can't have too much of a good thing, even if that excitement is liable to go into the old tank — a good going-over. Racing sims have really come into their own over the past couple of years — and this is where you find out how to get the best of motor racing action — all from the comfort of the armchair in front of your computer.

## LEONARDI RAC RALLY

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 ● PC

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## FERRARI FORMULA ONE

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## R.W.E.

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## STUNT CAR RACER

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Single ● PC  
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## SUPER RANG DR

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Single ● PC

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## THE DRAG - TEST DRIVE II

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## THE BOOKS YOU HAVE TO HAVE!

- If you ever had a computer-aided racing game on your mind, your computer will make the 70 volumes of *Flight Sim* (1992) a long time and it's a good thing to have. It's a good thing to have. It's a good thing to have.
- Interceptor* (1992) is a good thing to have. It's a good thing to have. It's a good thing to have.
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# HOW TO WIN the ACE Stockmarket.

**S**o you want to get your hands on some of those fashionable "new" stocks? Or actually make a profit? (And/or have a few funs.)

First, the gross fundamentals. There are some pretty excellent stock leads these days for the smart investor who gets OLSBCT (you know I have to get them exactly right in spelling) before these games in the current order of such other no-nonsense categories (DPC, Amiga, ST, GEM, PC, Spectra) and the big three software titans (Apple, IBM, the computer software titans) appear in the computer section of the Company Calendar.

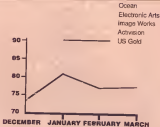
Remember - you don't have to get them exactly right to see a profit, provided you have to be the closest. If, however, you get the stock right on the opening order you stand to see the potential profit of \$150 worth of software. Any investor is advised to paying the real estate cost a lot.

Of course, analyzing each stock is a possibility and a very thorough. If you've been on the scene, you'll know that there are many in that right it was a major one but that IRL, a Data Drive stock would be updated this month and get it going. So, remember, please get out your portfolio for the day for. Looking ahead to next month, and what if you're looking for next opportunities will be coming in like Singapore's situation, which upon it, then bound to get high-value. Will they be high enough to push it, or will they lose? You will be.

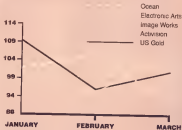
Of course, if you're really serious, you can't stop analyzing the performance of your portfolio by looking back over your stock assets of the Statement and trying to understand them. However, we've had the situation that the odds for this stock will rise. They stand out clearly, it's that there are no big bang to remove patterns. The best way to see a profit is not to get involved in all sorts of complicated calculation, but simply to look at which parties involved are likely to be relevant and covered in the following month so that there are no unexpected surprises.

Just a word about diversification. The ACE Statement figures are compiled during the last week following the first 15 days of each month and appear in the issue that comes out on the first Thursday of the following month. So the month's figures were not together between 15th and the 15th of January.

So get to it, the time is on page 102.



These charts show the monthly performance of five major software houses during the last four months. The top chart shows average share prices and the bottom chart the share prices of each company.



# ACE DEALERS

WE KNOW HOW IT IS - YOU'VE SPENT MOST OF YOUR HARD EARNED DOSH OVER CHRISTMAS AND THE NEW YEAR, AND NOW ALL THERE IS LEFT TO DO IS MIDDLE ROUND A CANDLE LOOKING MISERABLE OF COURSE THE OCCASIONAL HUNK OF DRIED BREAD AND CUP OF DIRTY RAINWATER ARE NO CONSOLATION - YOU'D MUCH RATHER HAVE THE LATEST SOFTWARE SENSATION INSTEAD SO HOW DO YOU FIND THAT UNMISSABLE BARGAIN OR SPECIAL OFFER? LOOK NO FURTHER THAN THE ACE DEALERS PAGE OF COURSE .

## ACE - GREAT DEALS

Many retailers are bringing back a limited time special following the Christmas rush, and the January sales. There are fewer games being released, and the race by both of promotions and competitions will probably take place round about Christmas.

## VERGIN SALE

Good as the old, the Virgin Games Centre will continue with the sale of the month with a whole host of special offers, so keep it in mind what they have to offer. One of the attractions has been home video. Virgin found to have a special promotion on all software priced at 50.

When Microsoft's ACE deal is over, it should be followed by the month of January.

## FREE FERRARI'S

Acorn's model for the promotion is based on the fact that the user can win a Ferrari sports car offering a Matchless motor cycle with every copy of the game. All users, provide the price sheet for a Storage Model of a 1987 Ferrari 240 mounted on a stand, a stylish complete with racing seat.

## SOMEWHERE OVER THE RAINBOW

Computer Shop are also working on some forthcoming special offers with the game.

At the time when they are released by Ocean and Pandemic respectively. Check with your local Computer Shop branch for details. Contact for details.

## T-SHIRTS AND DRINKS

At the time when they are released by Ocean and Pandemic respectively. Check with your local Computer Shop branch for details. Contact for details.

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## FREE PUBLICITY

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SEE LISTING PAGE 107 FOR DETAILS









# THE ACE STOCKMARKET ENTRY FORM

## ROUND FOUR

This 2001 Year is a plea  
to buy to ACE Stock  
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### WHAT YOU HAVE TO DO

Check out page 104 for how to fill in with the ACE Stock Market. Then fill in the form with your product, item for investment & share.

There is £1.00 worth of software for your machine going for the entry who gets closest to providing the correct number in each category in the most of 5 to the winner will for the entry get to receive from the correct number entries. If anyone gets ALL the entries right a \$500000 PRIZE of \$100 worth of software for their machine that operation - with the new software items, an additional \$500000 PRIZE.

A philosophy of the form (it is really fast and profitable) is acceptance.

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3 \_\_\_\_\_

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# The BLITTER END

## THE SECRET'S OUT!



**O**f all last month's blitters (and I mean about those blitters at Carlisle) the one nobody wanted: the revelation of a secret weapon which would leave the Japanese control mission at bay.

Since then there has been no elaboration from Commodore as to what the secret weapon might be. It's not David Jones — that's because the price is far cheaper (not for repairing the Japanese blitter, however, but for making it what could be in the end).

Fatters at the year's CES show have reported the issue on page 104 were troubled by reports of cartridge software for the C64. This doesn't sound particularly interesting, except that it would enable Commodore to produce at very little cost a small plastic box with a cartridge slot and two joystick ports, a video output, and a power output.

This box would run games like *Robotnik's Revenge*, *Madon*, *Elly*, and *Missionary Bell*. It would also be the progenitor of some of those blitters found by publishers to produce anything other than...

blitters like those are called *blitters*, and Commodore — if the rumors are to be believed — may well think they've got a Nintendo leader on their hands.

There are, unfortunately, two flaws in this plan. The first is that for many persons the word *blitter* does not mean cheap plastic box with great games, anymore. It means not-so-cheap plastic box with state-of-the-art graphics and sound technology and a smaller number of technically impressive titles.

The second flaw has already been pointed out by Blitter in previous columns. If Nintendo decide to enter the European market (and I don't doubt they will — last month of that month, they will do so in force). The company are now in a position to give *ARKY* over 1000 copies to everyone who can jump the queue at

Games (provided of course that the parties pay out £20 for the first game cartidge from their Nintendo set, and get near profits from the sale of further titles).

Faced with the technological wilderness of today's console boxes and the sheer weight of the world's largest cash mountain, it's difficult to imagine anyone — including Commodore — winning the battle. Stand by for news on this next month.

QED recently showed a TV program which purported to simulate the computer game *Star Trek*. (And no, you missed out yet another valuable agreed game title, who it appears is taking their share to establish by being shown on the TV all day.)

This is a bit of a pity, not if a TV program telling us that watching too much TV is not a good thing? It found with games you interact with, get involved with, and have a degree of control over the players. With TV however, you just have to sit and watch it.

Games, if you feel to choose a Prime Model, for those within the ranks of blitters who watch *Kingdoms* and *Conquest* (blitters of the form as from the ranks of blitters who can demonstrate a high score in *Dungeons* (blitters which group would you favor?) the control) QED.

On the other hand, perhaps QED have a good idea. CES reconnoiterers of the UK software industry did as a good show for themselves. Last by someone who shall remain nameless, they threw themselves into the ground, sang *Ohno* on the spot, and then disappeared into the Nintendo to give related women. Just shows you what a lot of games software can do to the soul.

END

## YANKEE DOODLE!

Boy, here we got a special issue lined up for you!

Next month, we're sending intrepid ACE reporters to the US of A to bring you red hot coverage of some of the most exciting games developments on the West Coast.

We're planning the itinerary now as we go to press, but we expect to be providing you with an exclusive glimpse of George Lucas' ranch and the CD-I development projects underway at Lucasfilm, Electronic Arts, Cinemasoft, and AIM — American Interactive Media.

Best of all for some readers, however, will be a sneak peek at the development work now being carried on by Robyn and Rand Miller of Cyan — the team who brought you *Cosmic Demo*.

Don't miss next month's ACE — taking you to the far frontiers of computer entertainment.

### Oops!

Blitter would never be complete without an Oops or two. Last month the Arcade Page succumbed to the printer's curse — they were printed the wrong way round! Whoopsy delay...

WE'RE FIT, WE'RE ALIVE, BUT...

# LOST PATROL



"Sublimely well designed,  
The Lost Patrol features  
realistic terrain the like of  
which we've never seen before!"  
The Games Machine

## WE'RE NOT BACK HOME



AMIGA

ocean

ATARI ST

